

THE ONLY
OFFICIAL
DEMO DISC



10 EXCLUSIVE PLAYSTATION DEMOS

COLIN MCRAE RALLY 2.0, JEDI POWER BATTLES, N-GEN RACING, STREET FIGHTER EX2 PLUS, DESTRUCTION DERBY RAW AND MORE!



Official
Australian

AUSTRALIA'S BEST SELLING VIDEOGAMES MAGAZINE

PlayStationTM Magazine 37

AUGUST/SEPTEMBER 2000

\$12.95 (incl. GST)

EXCLUSIVE!

SYDNEY 2000

LET THE GAMES BEGIN

FIRST EVER REVIEW,
TICKETS TO BE WON

WIN!
**THE BEST
50 GAMES EVER**
JUST TELL US YOUR
FAVOURITE GAME!
DETAILS INSIDE

FIRST LOOK!

METAL AS ANYTHING

METAL GEAR SOLID 2

HOW DO YOU IMPROVE ON
PERFECTION? FIND OUT INSIDE

FREEZE!

IT'S A FAIR COP

AUSTRALIAN POLICE PLAY DRIVER

(AND THEY WEREN'T VERY
IMPRESSED WITH GTA)

FIRST!

PS2 GOOD

OFFICIAL UPDATE ON THE
LATEST PLAYSTATION 2 TITLES

FREE!
EXCLUSIVE DEMO DISC
EVERY MONTH!
ASK NEWSAGENT IF NOT ATTACHED RIGHT HERE!

FEAR EFFECT & SYPHON FILTER 2 GUIDES • THE BEST GUN GAMES
COLIN MCRAE INTERVIEWED • TENCHU 2 • CARL COX PLAYS PS2
HOFFMAN & HAWK • STAR TREK: INVASION • AND PSX SNACKS...



08



9 313006 005995



***Get the latest sports results
as they happen***

Sport

Shopping

Hotmail

Web Search

Get the latest sports news, reviews and live scores from Australia's leading sports website. ninemsn uses the combined experience and resources of Australia's sporting greats and Channel Nine to keep you up to date with your favourite sports. You can also enjoy the *Wide World of Sports* and *The Footy Show* sites, as well as Australia's leading cricket website, Baggy Green. So if you want to get the latest sports news, book a flight, or simply send an email, make the most of your time on ninemsn.com.au

 **nineMSN**
.com.au

make the most of your time

**UNLIKE YOUR GIRLFRIEND,
THEY
NEVER
ASK
WHERE**



**THIS RELATIONSHIP IS
GOING.**

**Real friends. Real bourbon.
Since 1795.**





Welcome to Official PlayStation Magazine

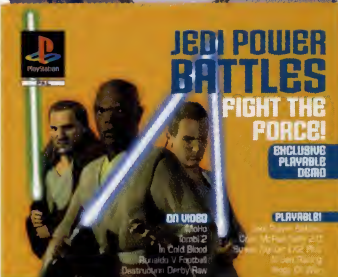
SPIN THIS MONTH'S DIGITAL DISC OF DEVILISH DELIGHT
AND TRY BEFORE YOU BUY.

ON THE CD



COLIN MCRAE RALLY 2.0 PLAYABLE

The best rally game ever just got better. Buckle up and take a spin through Colin's three new circuits.



PlayStation



N-GEN RACING PLAYABLE

Flight sim or racer? *N-Gen Racing* is a bit of both. Five minutes of pure blasting fun awaits you.



STREET FIGHTER EX2 PLUS PLAYABLE

Take control of Sagat and Ryu in this, the next stage in the impressive *Street Fighter* series.



HOGS OF WAR PLAYABLE

A 3D barrage of explosives, fun and squealing porkers. No pigs were harmed in the making of this demo.



DESTRUCTION DERBY RAW VIDEO

Kick up your feet and let motorised carnage ensue, with this third instalment.



IN COLD BLOOD VIDEO

A sneak peek at *In Cold Blood* in all its cinematic splendour. We trust you'll be pleasantly surprised.

MOHO VIDEO

A real lucky dip of a game, is *MoHo* - platforming, fighting and skateboarding. See it and marvel.

TOMBI 2 VIDEO

Roll up and see the bizarre mixture of 2D and 3D action in *Tombi*. Safe, when taken as directed.



RONALDO V-FOOTBALL VIDEO

The finest forehead in football puts on a show - especially for you.

DOWNLOAD

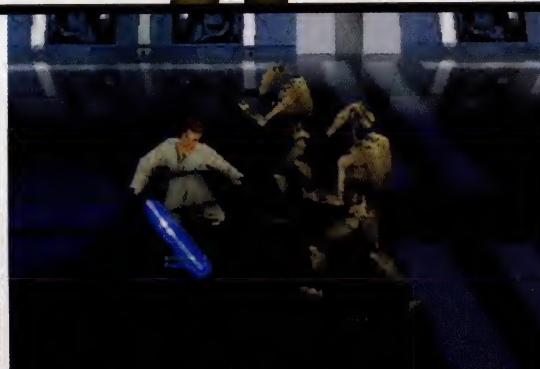
Colony Wars: Red Sun, *Rollcage Stage II*, *Fear Effect* and *Driver* cheats to download and keep forever.



JEDI POWER BATTLES

PLAYABLE

Lightsabres at the ready? Good. Prepare to battle on through the Trade Federation Battleship in our demo.



See page 110 for full playing instructions

Quite an issue.

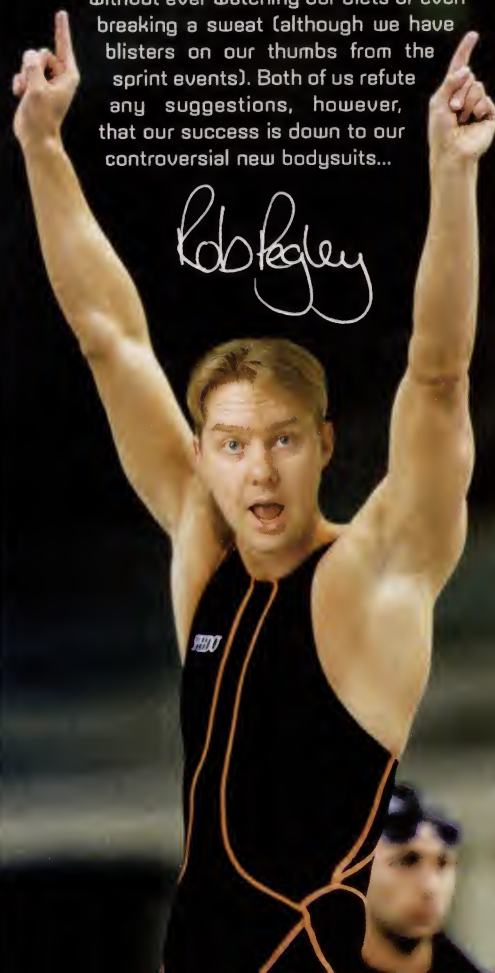
We've been practicing for the Olympics. We've had a run-in with the law (they let us off with a warning). We've seen the best PlayStation game ever (*Metal Gear Solid 2*). We've met Matt Hoffman, Colin McRae and Tony Hawk. Loads, really. But first the future...

Voting starts this issue to find the greatest 50 PlayStation games of all time. Based on your votes, the second annual Official PlayStation Readers Top 50 will appear in the November issue, with the winner receiving all 50 games. It's a fantastic prize and one that only *Official PlayStation Magazine* regularly offers. Turn to page 82 to register your votes now. It's too good to miss out on. Back to this issue...

Metal Gear Solid 2 is just an incredible achievement. It'll be too late to make our Readers Top 50, but it should prove to be the greatest game of all time, and I'd stake my reputation (hey, it's not worth much) on it topping any similar reader polls next year. We take you through the action minute-by-minute and talk to the game's creator Hideo Kojima. A six-page special starts on page 44.

Finally, you may have noticed that Australia has a sporting event coming up soon. No, not the Cromer Indoor 5-A-Side Soccer Spring Season. I talk, of course, of the Olympics. Jason Hill has written the world exclusive review of *Sydney 2000*. This is the game that will celebrate the greatest sporting event the world has ever seen, which is being held on our doorstep only a matter of weeks away. After much practice, Jason and I have managed to break world records in as many as eight sports, without ever watching our diets or even breaking a sweat (although we have blisters on our thumbs from the sprint events). Both of us refute any suggestions, however, that our success is down to our controversial new bodysuits...

Rob Key



CONTENTS AUGUST/SEPTEMBER 2000

#37

Editorial Address

Official PlayStation Magazine
RCP Publishing Pty Limited
54 Park Street
Sydney NSW 1028
Telephone: ☎ (02) 9282 8356
Fax: (02) 9282 8862
E-mail: playstation@acp.com.au

Subscriptions - Australia only

Official PlayStation Magazine
Reply Paid 4967
Sydney NSW 2001
Telephone: ☎ 136 116
Monday to Friday 8am-8pm EST
Saturdays 8am-6pm EST
Fax: (02) 9267 4363

For New Zealand subscription details please turn to page 30.

The Official Team

Editor
Rob Pegley

Deputy Editor

Jason Hill

Chief Sub Editor

Fiona Tomarchio

Deputy Art Director

Anthony Penton

Designer

Sofie Blichfeldt

Staff Writer

Richie Young

Writers: Stuart Clarke, Steve Polek, Mike Wilcom, Roger Polak, Ewan Corness, Anthony Holden, Mike Goldsmith, Pete Wilton, James Price, Steve Bradley, Sam Richards, Alex Bickham, Steve Merrett, Dan Mayers, Andrew Collins, Steve Faragher, Kieron Gillen, Dean Evans, Nicoles Di Costanzo, David Harrison, Stephen Lawson, Justin Calvert, Catherine Channon, Nick Jones, Oliver Hurley, Mark Donald, Keith Stuart, James Ashton, Andy Lowe, Paul Rose, Chris Buxton, Andy Butcher, Steve Owen, Daniel Griffiths, Nick Jones, Matthew Price, Howard Davidson, Joanna Foster, Peter Hill

Cover photography:

Sarah Callister, Cath Muscat, Paul Suesse, Martin Burton, Gavin Roberts, James Cheadle, AllSports, Hobel Collection

Illustrations:

Chris Wahl, Anton

Behind The Scenes

National Advertising Manager
Samantha Liddle (02) 9282 8290
Advertising Victoria Eiran Trethowan
(03) 9823 6305
Advertising Production Naomi Bartlett
(02) 9282 8338
Production Manager Anne-Marie Smith
Production Editor Ruth Hayes
Youth Sales & Marketing Director Kylie Gibson
Marketing Director Karen Deveson
Marketing Manager Natalie Gawne
Distribution David Johnstone
Circulation Manager Carolyn Deall
Research Melissa Maltman
Ad Sales Director Peter Zavec

In The Suite

Publisher Chris Gibson
Group Publisher Nick Chan
Managing Director John Alexander

Official PlayStation Magazine is published by RCP Publishing Pty Limited, ACN 053273546. Head office: 54 Park Street, Sydney NSW 1028. Phone ☎ (02) 9282 8356. Fax (02) 9282 8862. Printed by Offset Alpine Printing, 42 Boorne Street, Lidcombe NSW 2141. Colour separations by RCP Colour Graphics, 54 Park Street, Sydney NSW 1028, Australia. Distribution by Retail Delivery Services 75-79 O'Riordan Street, Alexandria NSW 2015. Phone ☎ (02) 9353 9911. The 'PS' logo and 'PlayStation' are trademarks of Sony Computer Entertainment Inc. © Copyright 1999 All rights reserved. Official PlayStation Magazine accepts no responsibility for loss or damage of unsolicited contributions.

Planet PlayStation



DIGIMON

8



MEDAL OF HONOR 2

9



PS2 SHOOTERS

10



PLAYSTATION2

12



DRIVER 2

14



RE-VOLT 2

19



STAR WARS

20



FREEBIES

21



BEST GUN GAME EVER

24



100 BEST SNACKS

26



PREPLAY

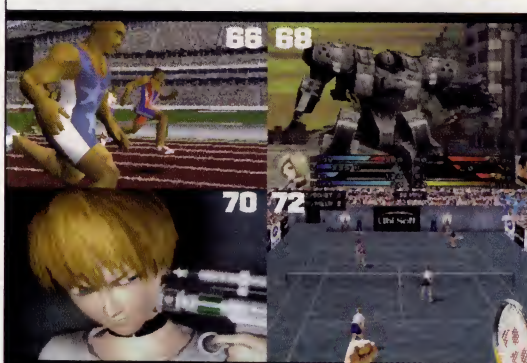
56



- 56** Tenchu 2: Stealth Assassins
- 58** Chase The Express
- 60** Grind Session
- 62** Team Buddies
- 63** PrePlay roundup

PLAYTEST

65



- 66** Sydney 2000
- 68** Front Mission 3
- 70** Galerians
- 72** All Star Tennis 2000
- 74** Vib Ribbon
- 75** MoHo
- 76** Alundra 2
- 77** Nightmare Creatures II
- 78** Disney Magical World
- 79** Racing Tour



REGULARS

- 30** Back Issues
- 31** Subscriptions
- 33** Feedback
- 83** No Worries
- 99** It Should Be A Game
- 102** Take Up The Challenge
- 103** Most Wanted
- 108** Grey Matter
- 110** CD Instructions
- 113** Next Month

66 SYDNEY 2000

WORLD EXCLUSIVE REVIEW!
THE ATHLETES - THE EVENTS - THE MEDALS

WIN!
TICKETS TO THE
SYDNEY 2000
OLYMPICS
SEE PAGE 11



22



28



38



FEATURES

- 22** Carl Cox, the world's greatest DJ, Vs *PSM* on PlayStation2.
- 28** Tony Hawk and Mat Hoffman talk stunts and PlayStation.
- 38** The Borg are back in town - the low-down on *Star Trek: Invasion!*
- 44** Game guru Hideo Kojima reveals the future of videogames - *Metal Gear Solid 2!*
- 50** *PSM* puts the Force's driving and shooting skills to the test.
- 114** Famous Last Words - Colin McRae.

44

50

114





IF IT'S ABOUT
PLAYSTATION AND
IT HAPPENED THIS
MONTH, THEN IT'LL
BE IN THE NEXT 29
PAGES...

PlayStation Pokémon

DIGIMON WORLD SET FOR RELEASE

Top publishers are scrambling for the rights to bring Japanese toy giant Bandai's *Digimon World* to PlayStation. The game was a huge success in Japan, where it was published in-house, and it is strongly fancied to capitalise on the Pokémon phenomenon in Australia and NZ.

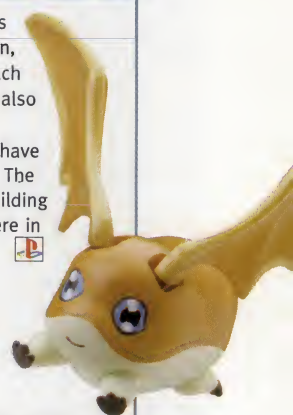
Essentially, *Digimon* is Bandai's answer to *Pokémon* and is about to give PlayStation owners an alternative to squinting at a Game Boy.

While America is already gearing up for the sequel to *Digimon World*, local gamers can expect the first instalment of the videogame before Christmas this year. *Digimon World* is an environment with 117 individual monsters, each with its own set of special powers and battle statistics.

Like its arch-rival, *Digimon* is a role-playing game where players seek out and capture creatures – digital monsters (hence Digimon, clever, eh?) – and then pit them against one another in battles. Each Digimon can evolve into more powerful forms and training can also enhance them.

The plot of the game mirrors that of the *Digimon* TV series. You have to capture all the escaped monsters and return them to File City. The protagonist, Greymon, and his trainer must capitalise on the rebuilding of File City to battle against evil. *Digimon World* is due to arrive here in September with a publisher to be announced soon.

"DIGIMON IS A ROLE-PLAYING GAME WHERE PLAYERS SEEK OUT AND CAPTURE CREATURES ... AND THEN PIT THEM AGAINST ONE ANOTHER"





Heil The Nazi Shooter

MEDAL OF HONOR SEQUEL TAKES SHAPE

Not content with giving us one of the PlayStation's finest first-person shooters, Dreamworks Interactive is well into development of a second. PSM spoke with Lynn Henson, *Underground*'s lead designer.

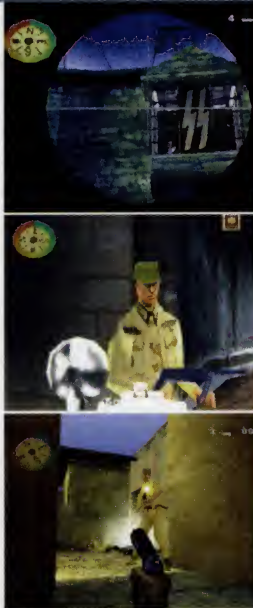
"*Underground* has a new main character, Manon, Jimmy Patterson's spy-master from the first game. She starts in the French Resistance and eventually gets recruited to the Office Of Strategic Services. There's even an upgraded Disguise mode, where Manon poses as a photographer."

Of course, these sneaky goings-on don't preclude the fact that *Underground* will be as much about satisfying gunplay and mowing down Nazi scumbags – and their dogs – as the first game. Naturally, there'll be more variety in terms of the weapons on offer, and a lot more of the scenery will be interactive. "You'll still be fighting those guys [Nazi soldiers] in *Underground*, but now they've brought more stuff with them." What stuff? Lynn elaborates, "The enemies have tanks, half-tracks and motorcycles."

There are plenty of other tasty features being ploughed in, too, such as objects that cause damage by falling on enemies' heads and – intriguingly – companions. "The buddies, as we're calling them, are still being tuned, but the results have been very promising so far. Holding off hordes of Nazis while your buddy is trying to pick a lock is going to be very cool."

Underground is set to be a bit more of a globetrotting affair than its predecessor. "We have a greater variety of locations, ranging from Morocco to Italy, Greece and, of course, France and Germany", says Lynn.

The main motivation for the development team seems to be to re-create the experience of the first game, while providing a lot more variety. The game is currently sized at 24 levels, each uniquely styled, and around the same size as those of the previous game.



Medal Of Honor: Underground is a welcome return for the sniper rifle. Duck!



Sabotaging communications equipment and other strategic targets forms the foundation of *Underground*'s mission structure.

Five Alive

LARA RISES FROM THE GRAVE FOR TOMB RAIDER: CHRONICLES

Due this November, *Tomb Raider: Chronicles* revolves around the funeral of Lara Croft, the heroine having been left for dead at the finale of the now erroneously titled *Last Revelation*.

Speaking exclusively to PSM, Core Software's operations manager Adrian Smith said, "We left *Tomb Raider IV* on a cliff-hanger, with Lara being sealed into a tomb. We're going to carry on this premise through *Tomb Raider V*. It shows flashbacks by colleagues you'll have met in her earlier adventures – people like Jean-Paul and Pierre – reminiscing about exploits they had with Lara." The missions will take place in four new locations and include new costumes, weapons, enemies and both the 16-year-old and adult versions of Lara.

So, is Lara dead or alive? And if she's snuffed it, then who's going to star in the PS2 game due out next Easter? According to Smith, the PS2 *Tomb Raider* is still in R&D but, "People will be very shocked, it's not just Lara running around temples and tombs. It's going to be very different and a lot of what happens in *Next Generation* [working title] comes out of what happens in *Chronicles*."

We'll bring you more on Lara's future exploits soon.



Tomb Raider: Chronicles' missions take place in four new locations – Rome, Ireland, Russia and an industrial building.

Next Gen

ELECTRONIC POSTCARDS FROM THE EDGE

You know a videogame is truly great when you're talking about it in the same terms as you do movies. When you're in the pub, saying things like, "And what about that bit in *Metal Gear Solid* when Psycho Mantis reads your mind by checking the game saves on your Memory Card? How cool is that?" Videogames may not yet have been elevated to the level of art, but they nevertheless retain the ability to make an impact that will stay with you for years.

Metal Gear Solid 2 has already made an enormous mark on the videogame industry, and that's chiefly down to its creator's obsession with movies. The game positively drips with elements lifted from the world of cinema (you simply will not believe how many references a learned eye can spot). In another industry, the music business, for example, such a brazen 'tribute' might be slagged to smithereens, but as far as videogames are concerned, this kind of content, delivered by an expert hand, can only drive the medium forward.

It's no coincidence that watching *The Matrix* sometimes feels like watching a videogame with the action volume cranked up to 11. It's no secret, either, that the team at Reflections, responsible for *Driver*, obsessively poured over car-chase movies such as *Bullitt* before settling down to create its most interesting game to date.

Looking to use PlayStation2's grunt more capably than any other title, what we've seen of *Metal Gear Solid 2* emphasises how the worlds of film and game are coming closer together.

A writer friend of mine once said that the best advice he'd ever received was "Plagiarise, plagiarise, let nothing ever evade your eyes." A cynical credo, for sure, but if it means more games of *Metal Gear Solid 2*'s quality, it's one more developers should consider adopting.

Tony Mott is editor of Edge



BYTES

EA has canned *Rugby 2001* for PlayStation, choosing instead to focus on the game for its upcoming PC release. A press release stated: "stay tuned for further details on the launch plans for *Rugby* on PlayStation2 in 2001".

In *Year Of The Dragon*, Spyro and trusty sidekick Sparx return for their third outing. This time out, a wicked sorceress has nicked a big pile of dragon's eggs from Dragon World and it's down to Spyro to get them back.

Soho Studios has focused on the AI of the players in *This Is Soccer 2* to make it more realistic. It has also nabbed the icon system from the *Total NBA* series, which should make passing and shooting more fluid than its predecessor.

Muppet Monster Adventure stars Kermit's nephew Robin and introduces a bunch of new fuzzy beasts. A 3D platformer, Robin attempts to rescue Kermit and others who have been changed into slavering beasts. Business as usual for Animal, then.

Activision's *Blade* is based more on the original Marvel comic than the Wesley Snipes movie. A martial arts bonanza, you carve your way through 21 levels and 34 types of vampire in an attempt to save Whistler from the clutches of the Night Beast.

In *Donald Duck: Quack Attack*, Disney's feathered fool is subject to mood swings, so when things don't go his way expect foot-stomping, crossed arms and wild flailing...

Legacy Of Kain: Soul Reaver II will now be a PS2 release only. Raziel will be surfing the time-streams back to Kain's time to do battle with his vampire chums, and maybe the big man himself, if Raziel can find him.

Aladdin's off to save the city of Agrabah from Jafar and his evil sorceress sister, Nasira, in *Aladdin In Nasira's Revenge*, due for an October release.

Eidos has secured the rights to forthcoming animated movie, *Chicken Run*. Set in '50s Yorkshire, it follows a group of chickens that attempt to throw off their shackles in a bid for freedom.

PS2 On Target

SHOOT 'EM UP BONANZA ON THE WAY

Four of the world's top publishers – Activision, Eidos, Infogrames and Electronic Arts – are to release first-person shooting games on PlayStation2.

Prettiest at present is the Eidos thriller *Timesplitters* (previously known as *Time Splinters*). The game is being developed by Free Radical Design, an outfit made up of ex-Rare staffers. Drooling undead priests and cartoony psychotic cyborgs frequent the kill zone. Two key features make *Timesplitters* stand out – the stunning split-screen multiplayer mode and the ingenious map editor.

If you were wondering what happened to *Unreal* on PlayStation, the answer is that it's relocated to PS2. *PSM* had a go on a very early version of the game at E3 but wasn't too impressed. Infogrames isn't too happy with the control method either and is definitely looking at designing it for a mouse rather than a controller. The game engine needs tweaking as well, as it was a tad too juddery for our liking. *Unreal*, however, will have the honour of being the inaugural online game for PS2.

The big brother to the PlayStation version, *The World Is Not Enough* PS2 uses the *Quake III Arena* game engine. *PSM* was privileged to obtain a behind-closed-doors peek at an early version and can report that it's looking very fine indeed. It follows the plot of the film closely and includes friendly characters to help you in your mission, as well as all manner of cunning adversaries ever-quick to dive for cover. The big concern is that EA is unsure if the finished game will run at 60 or 30 frames per second in single player.

A refreshing twist is added to the walk-and-destroy formula by Activision's *Gunslinger*. Rustling you off to the Wild West, you are invited to take on the role of a freelance shootist, a character who can use his skill with a sidearm for good or evil ends. In your quest to revenge yourself upon an evil land baron, you'll have to learn to stay on your horse, hijack stagecoaches, take on the local card sharps at their own game, and pull two pistols at once.



Big guns bring first-person shooters to PS2 – (left to right) *Unreal Tournament*, *Timesplitters*, *Gunslinger* and *The World Is Not Enough*.

Homer's Odyssey

THE SIMPSONS GRAPPLE WITH REALITY



Bart and family are coming your way this Christmas in Fox Interactive's foray into wrestling games. *The Simpsons Wrestling* takes the cast of the infamous show, puts them in the ring and lets you battle it out for the ultimate title, *Champion Of Springfield*. There are 22 characters in the game, 13 of which are playable, including the Simpson clan, Mr Burns, Smithers and the mighty Apu. The game will let you scrap your way through a single-player Tournament mode, opening up new characters and hidden arenas. There's also a two-player grudge match that lets you act out famous tiffs from the show. Figure Mr Burns could take on Homer? Get it on.

Each of the characters has a number of taunts they can use to bait the enemy, using the actual voices from the show. There are more than 240 different catcalls to choose from, and there are also a number of special signature moves to pull off. Watch out for Barney's Duff Cloud, Lisa's Pop Quiz and Bart's Wedgie. Power-ups add yet more pep to the comic capers in the ring. Grab chocolate doughnuts to speed up the action, whack Homer round the bonce with skittles and chew on bubble gum to slow down the other players. Battles take place at a number of familiar battlegrounds around Springfield. There's Moe's Tavern, Barney's Bowl-A-Rama, the Kwik-E-Mart and the Power Plant. The game is due in summer – too far away. D'oh!

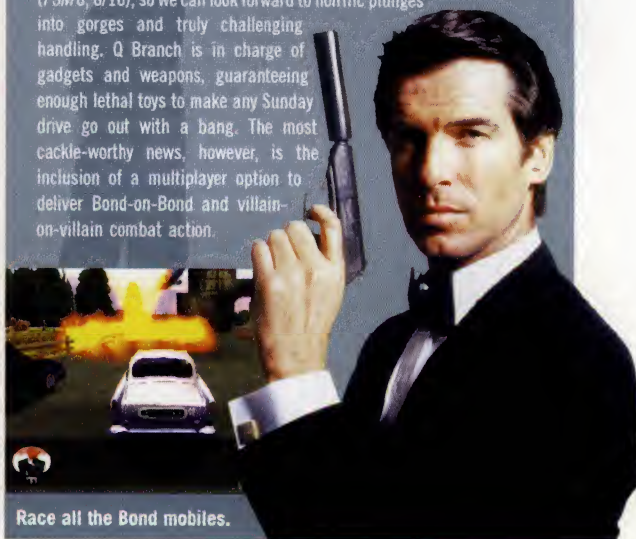
Special powers in *The Simpsons Wrestling* include a belch of Duff beer.

Mr Bond, I Presume

007 TO GET YOUR HEART RACING

The World Is Not Enough will be accompanied on PlayStation by a game currently titled *007 Racing*. Electronic Arts says the new racer will recreate classic car chase moments from the Bond films based around a new storyline. Take your place behind the wheel of the Lotus (*Octopussy*), BMW (*Tomorrow Never Dies*) or, best of all, the classic Aston Martin DB-7 and do battle with a parade of familiar villains and those invented especially for 007's first motorised outing.

There will be 15 missions ranging from *Driver*-esque pursuits to gloriously explosive vroom-by assassinations. Don't expect to just have to cope with car-borne assailants either, as heavily armed helicopters swoop down to test your bulletproof screens. *007 Racing* is being developed by Eutechnyx, creator of the sadly overlooked *Total Drivin'* (*PSM* 6, 8/10), so we can look forward to horrific plunges into gorges and truly challenging handling. Q Branch is in charge of gadgets and weapons, guaranteeing enough lethal toys to make any Sunday drive go out with a bang. The most cackle-worthy news, however, is the inclusion of a multiplayer option to deliver Bond-on-Bond and villain-on-villain combat action.



Race all the Bond mobiles.



Gold Rush!

Win tickets to the Olympics and copies of *Sydney 2000*!

You could be at the Sydney Olympics thanks to Eidos, Ozisoft and Official PlayStation Magazine!

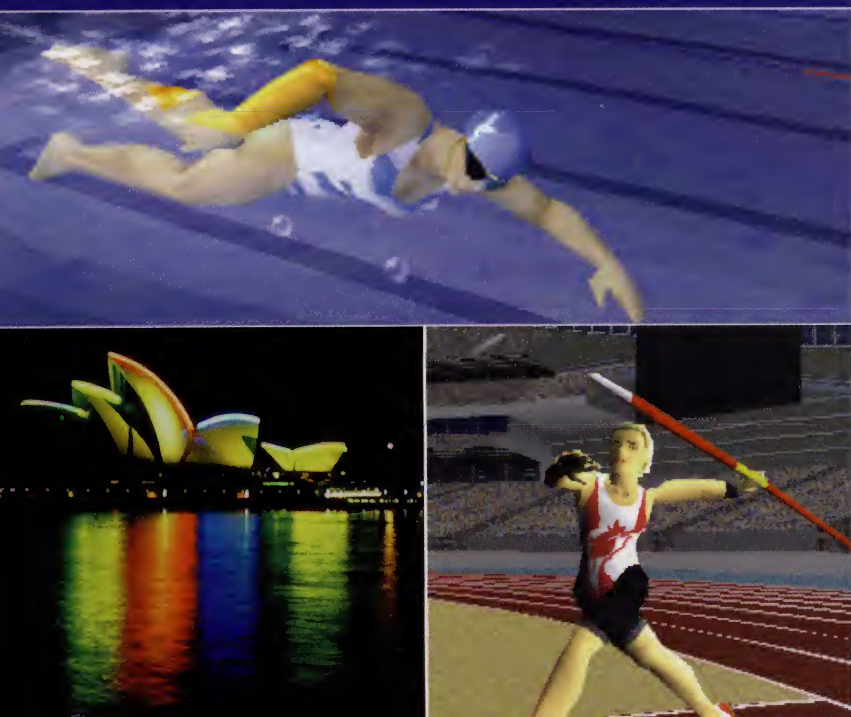
Eidos and developer Attention To Detail have produced a brilliant PlayStation *Sydney 2000* game (see our exclusive review on page 66) and to celebrate we're offering two tickets to the Olympics and a copy of the game. Five runners up will each win a copy of *Sydney 2000* so they can go for gold in their very own lounge room.

At the time of going to press, the Games tickets have not been allocated, so we can't say what event you'll be attending, but they could be the swimming or athletics finals!

To win, in 15 words or less just tell us what Olympic sport not found in *Sydney 2000* on PlayStation should be included in the Athens 2004 videogame and why.

Write your answer on the back of an envelope along with your name, address and phone number to Sydney 2000, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028, Australia. Entries close September 7 and the winner will be contacted by phone.

WIN!
TICKETS TO THE
SYDNEY 2000
OLYMPICS



Dr Hollywood is knocking. Let the man in, please.

Cool Boarders

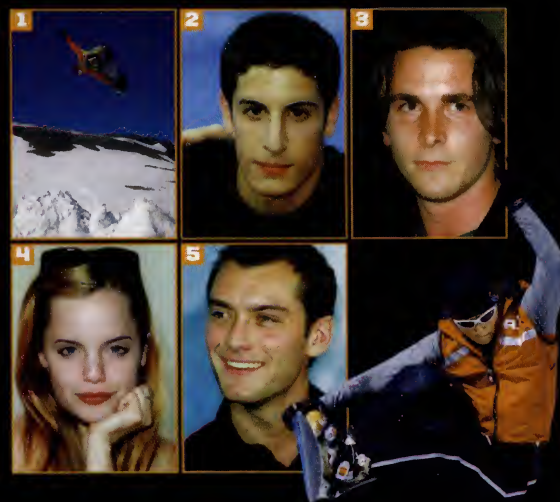
Meet the kings of the surf. One problem. The weather..."

Director
Robert Rodriguez

The Plot
It's the Snowboarding World Cup in, err, Austria somewhere. All the luminaries of the snowboarding world are there. Inside one of the chalets, three sappy surf dudes from California, who have never seen snow in their lives, are ploughing through some kind of community service (bear with us). One of them hooks up with the bored daughter of one of the event organisers, and she convinces them to enter the tournament in order to beat the arrogant stars Jimmy Halopoff, Jim Rippey and Rimmer Horskovski, or something. The stars try to scupper our heroes, but are constantly thwarted by clever, comedy ingenuity. Our heroes win, the most likeable guy gets the girl, and the punters head off to the skate park.

The Pitch
It's a fish-out-of-water comedy for the baggy-trousered youth of today!

Green Light or Development Hell?
Remember *Cool Runnings*? Jamaican guys do the bobsleigh? They said that wouldn't work. And it didn't. Still, Rodriguez has proved that he can direct speedy action and work with kids (*The Faculty*), and if anyone's going to cash in on mildly dangerous sports, he'd better do it now while there's a universal PlayStation connection. Think of the potential for product placement! Anyone? Hello?



The Cast
1. Snowboarding supremo Jim Rippey - Himself
2. Zak (the oversexed one) - Jason Biggs (*American Pie*)
3. Darius (the dedicated one) - Christian Bale (*American Psycho*)
4. The event organiser's daughter - Mena Suvari (*American Beauty*)
5. Marco (token non-American and classy one) - Jude Law (*Gattaca*)



Countdown To PS2

As October 26 draws closer and closer, more details are emerging on the biggest console launch in the history of videogames. The PlayStation2 hype is building by the minute. Sony has confirmed that it will offer at least *Ridge Racer V*, *Tekken Tag Tournament*, *F1 2000* and *Fantavision* at launch.

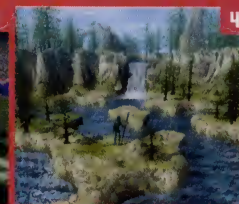
Third party developers are also beginning to show their hand. Ozisoft has confirmed that Konami will have *International Track & Field*, *Silent Scope* and *Gradius* ready for launch.

Official PlayStation Magazine suspects we'll also see the following titles on shop shelves on launch day: *Nascar 2001*, *Munch's Oddysee*, *Dead Or Alive 2*, *Street Fighter EX3* and *Timesplitters*.

Titles that should arrive before Christmas include: *FIFA 2001*, *Episode One: Starfighter*, *Gauntlet: Dark Legacy*, *Madden 2001*, *SSX*, *X Squad*, *Swing Away (Paradise Golf)*, *Theme Park World*, *Summoner*, *Unreal Tournament*, *Evergrace*, *Armored Core 2*, *Eternal Ring*, *Smuggler's Run*, *Midnight Club*, *Drakan*, *The Getaway*, *Dropship*, *Extermination*, *NFL GameDay 2001*, *NHL FaceOff 2001*, *Ready 2 Rumble 2*, *The World Is Not Enough*, *Oni*, *NHL 2001* and *NBA Live 2001*.

Sony has told *PSM* that many retailers have already begun taking pre-orders for PS2. Given that advance orders could outstrip the numbers of consoles arriving for launch day, *PSM* recommends anyone wanting to own a PlayStation2 on October 26 should place an order before the launch to avoid disappointment.

The countdown has begun...



[1] *Force Of One* uses fully interactive characters that question the way you play the game. [2] *FIFA* gets a makeover for PS2. [3] *Madden 2001*'s animation is simply astonishing. [4] Munch and Abe meet up and head out to Oddworld in *Munch's Oddysee*. [5] The imaginative *Gunslinger* is looking way better than expected. [6] *Episode One: Starfighter* – a next generation game for a next generation machine. [7] *Timesplitters* possesses crystal clear beauty. [8] *Super Bombad Racing* offers eight *Star Wars* characters in their own knockabout racer. [9] *The World Is Not Enough* uses the *Quake III Arena* game engine. [10] *Unreal Tournament* will have the honour of being the inaugural online game for PS2.

Reach your goals faster. And be rewarded when you get there



With a National Goal Saver Account, saving for your goals is more rewarding than ever.

First, it's a disciplined savings plan that helps you save for whatever you want – a new car, travel or even your first home. Then it offers you rewards that encourage you to keep your savings plan on track. Like a Car Pack with money saving and motor assistance offers. Or the House, Holiday or Rainy Day

Pack. And all you have to do is deposit just \$200 every month for six consecutive months to be eligible for the rewards.

To open a National Goal Saver Account, just visit your local branch of the National. For more information, call **13 13 12**.

Terms and conditions apply. Fees and charges available on application
www.national.com.au ©2000 National Australia Bank Limited ABN 12 004 044 937 PATTS N83257/e

 **National**
Tailored Financial Solutions



WANTED!



PLEASE
SEND US
NICE THINGS
TO FILL THE EMPTY
MEANINGLESS VOIDS
THAT WE CONSIDER TO
BE OUR LIVES!

Hey, it worked! People have started sending us things to brighten up our office. Those nice people at Nestle sent us a whole heap of new Wonka lollies. It's gobstopper frenzy in the PlayStation office. We've also been chilling to the sounds of Alex Lloyd, Richard 'The Verve' Ashcroft, Doves and Bentley Rhythm Ace thanks to Simon Blackmore at EMI. Big shout going out to you from the PlayStation posse, Simon (that's muso speak, which translates as 'thanks mate!'). And we've been playing them on our brand new Sony stereo!

If you want us to feature your products, simply send them to us and we'll include them. If we like 'em. Send all goodies to: Wanted, Official PlayStation Magazine, 54 Park Street, Sydney NSW 1028. This month we'd like...

Top Ten Most Wanted

1. Sneakers from Nike or Adidas (call us for sizes)
2. Microwave meals
3. Chips and miscellaneous heavily-salted snacks
4. An account at Star City
5. A putter, putting cup and golf balls
6. Boogie boards
7. Some quality red wine and tickets to the opera
8. Huggies (4-8kgs and upwards)
9. Jeans from Levis or Calvin Klein (call us for sizes)
10. Comedy videos (*Seinfeld*, *The Simpsons*, *The Castle* etc)



Cop A Load Of This

DRIVER 2 TURNS A CORNER

We're happy to report that *Driver 2* is coming on a treat since we saw it last. The style of the original remains, but the new features promise a sequel that'll be far more than *Driver* with fluffy dice.

PSM took a tour round the Havana (Cuba) level and was astonished by the difference curved roads make. Not that we really noticed their absence from *Driver*, but in *Driver 2* alleyways are excitingly twisty and cities give way to country roads sweeping through woods that make a pleasant change of scene. What else did our well-trained eyes pick up? Traffic density is up, along with its dark twin: weaving like a drunk through a slalom course.

But what about the cars? Last time we met, *Driver 2*'s automobiles were naked wireframes.

Now they're swaddled with 30 per cent more polygons than they got in the original game and are looking rather saucy to boot. With Tanner able to use his legs we were able to roam the streets nicking buses, ambulances, Chevys, Cadillacs and stretch limos. Classy.

Reflections boss Martin Edmonson told us there will be fresh mini-games that'll be playable in that much-anticipated split-screen two-player mode. You won't be able to play the campaign in split-screen, but you can't have everything. For more on the missions, storyline and characters look up our *Driver 2* feature in PSM 33 and look forward to loads more *Driver 2* coverage in PSM (including a full preview next issue) before it's released by Infogrames this November.



For all the new cars and tracks in *Driver 2*, the sheer improvement in visual quality is what impresses most.

Star Commando

TO INFINITY AND BEYOND WITH BUZZ LIGHTYEAR

Buzz Lightyear is speeding his way back to PlayStation in Activision's 3D adventure, *Buzz Lightyear Of Star Command*. Developed by Traveller's Tales under the Disney license, the game is based on Buzz's new animated series currently screening in the US and due over here very soon.

The game's planned as a cross between a racer and an arcade shoot 'em up running through seven 3D worlds from the show, including Trade World, Magmar, Gargantua, Canis Lunis and Planet Z. Each of the 14 levels sees Space Ranger Buzz taking on evil Emperor Zurg's minions. First you'll be racing to the battle arena on a variety of space-age vehicles, including jetpacks, hoverboards and jetbikes, firing off plasma bolts and lightning guns at your opponents. All the bosses are made up of characters from the series including Torque, XL, Warp Darkmatter and of course Zurg himself.

Once you've beaten the race the game shifts into an arcade shooter and you have to take on the enemy face to face before escaping the level. Thankfully, help comes in the form of Buzz's pals Mira, Booster and X-R, as well as friendly types like Zeb Nebula and the Little Green Men. So it's once more to infinity and beyond...

Look out for *Buzz Lightyear Of Star Command* in the shops sometime before Christmas.



Is it a racer? Is it a shooter? Hmmm, it's a bit of both actually...

RETRORITORIES



Game: Leaderboard Format: Commodore 64

Whether you have a penchant for dressing up in loud trousers or think it's a good walk spoiled, golf translates brilliantly into a videogame. *Leaderboard* must be considered the great granddaddy of all golf games, pioneering the swingometer used in virtually every golf game ever released since *Leaderboard* hit the shelves in the mid '80s. The swingometer refers to the player hitting the button to start the golfer's backswing, then hitting it again to make the shot. Hit too early or late and you'll hook or slice. With realistic graphics, *Leaderboard* was justifiably hugely popular, and ruled the roost on every gaming format known to mankind until a little company called Electronic Arts copied the formula and released *PGA Golf* on 16-bit consoles. You'll now only find copies of *Leaderboard* at your local market for 20c, while EA is still selling the same *PGA* game year after year for \$79.95...

SEPARATED AT BIRTH



PEOPLE THAT MAKE YOU SCREAM, "SHE'S THE ONE!"

NO.5 THERE'S SOMETHING ABOUT CAMERON

If they ever make *Silent Hill* into a film then there's only one choice for the female motorcycle cop in the black leather pants. Step forward Ms Diaz. The star of *A Life Less Ordinary* and *Very Bad Things* would be ideal for the part, even if she had a bad hair day à la *There's Something About Mary*. The same fair hair, the same eyes, yep, there would be no need for, ahem, *The Mask*...



SMS TEXT

MESSAGING.

Sending an SMS

Text Message

on your mobile

is secret, silent

and a @#*& of a

lot of fun.

It's also inexpensive

at only 22 cents*

a message,

to any mobile,

even to friends

on other GSM

networks

here in OZ or O/S:

C your VDFN

outlet or just visit

our website at

vodafone.com.au

Don't just say it,

display it."

#GST included.
*Not available on some
international networks.



COMMUNICATE ON A HIGHER LEVEL

 **vodafone**



orient express

Latest news from the streets of Tokyo...

On A Mission

Namco to release Tales Of Eternia



The lush kingdoms that are the setting for Namco's *Tales Of Eternia*.

Namco's *Tales Of Eternia* features richly detailed 2D graphics, a mix of side-on and overhead environments, and absolutely bonkers battles in which (like *One Fourth*, below) you control one character at a time, while the rest go mad with whatever pattern of AI behaviour you've assigned to them.

There are six main characters. Rid Hershel is the 18-year-old hunter and swordsman who makes a predictable lead, and he's partnered by the 17-year-old Farrah Oersted. The brains of the operation belong to Keel Zeibel, a student of magic, with some help from Chat the pirate-girl and Fomalhaut the merchant. Last, but definitely one of the most intriguing characters, is Melody, who not only has a cute pet called

Quickie, but is said to use it as her weapon in battle. The RSPCA switchboard will be jammed.

The game system also features creatures called Klemells, summonable spirits who reside in crystals and are said to resemble the Guardian Forces of *Final Fantasy*. Keel Zeibel has the power to channel the spirit energy from the crystals, resulting in powerful magic spells.

In lighter moments, *Eternia* possesses a strong sub-game mentality. Whether it's white-water rafting, beach volleyball or simply hide-and-seek, lots of ordinarily passive events are made interesting by the addition of player challenges.

Tales Of Eternia is due for Japanese release later this year. No news of any possible translation as yet, but here's hoping.

ONLY IN JAPAN

Happy Salvage

(Media Works)

How would you like to dive for treasure, explore sun-drenched islands and date the girls on the beach? Well, it might sound great, but only the Japanese could come up with a way of doing it indoors, on your own, after dark. *Happy Salvage* is supposedly an ocean adventure: you'll investigate sunken ships, plunder pearls from clams, and trade your finds for better, deeper diving equipment. Mostly, though, you'll be dating virtual girls. Indoors. On your own. After dark...



Looking for a date? These girls are willing...

Otaku Youth

Ninja X - calm before the storm...



The pause before the summer release deluge has meant a quiet time here for a change, with all eyes now on the West and most of the news regarding Japanese games seeming to break in the US first. Just to rub it in, Square has confirmed that its cinematic PS2 brawler *The Bouncer* will appear in the States long before it gets a Japanese release (though with all the rumours of troubled schedules and key staff leaving that project, nobody here would be surprised by a delay).

As you'll know by now, Hideo Kojima's been busy too, though with promotion as much as game design. Interviewed by *Weekly Famitsu*, the man behind *MGS 1* and *2*, *Policenauts* and *Snatcher* (oh, and let's not forget cutie schoolgirl love-match Tokimeki Memorial...) turned in a deep, philosophical interview on the nature of the human essence. Fortunately, our interview this issue has him revealing the new weapons, characters and story details of *Metal Gear Solid 2*. Think you're missing out by not reading those 'oh-so respected' Japanese mags? This summer, think again. - *Ninja H*

One Fourth

Developer: **From Software**

Japanese release: **Summer 2000**

Local release: **Not announced**



A 3D action RPG with an enormous story to follow, *One Fourth* is another PS2 monster-bash from the makers of *Eternal Ring*. The eight playable characters excel at either combat or spell casting, and the title refers to the fact that you get to control a party of four. A neat control system means that you can attack with one, get them into position, and then swap to another character with a single button press.

Taimu Boka Go! Go!

Developer: **Bandai**

Japanese release: **Winter 2000**

Local release: **Not announced**



It's no surprise that Bandai's new kart racer is based on a popular anime aimed at a younger audience. You choose from 14 teams, reminiscent of those in *Wacky Races*, with the roster being comprised of seven heroes and seven bad eggs. Packed with 'crazy' power-ups and colourful courses, the League mode enables you to collect points that can be traded in for engine tune-ups or improved handling.

Harvest Moon

Developer: **Natsume**

Japanese release: **Out now**

Local release: **Not announced**



A PlayStation update of the SNES and Game Boy cult smash, this is essentially a farm sim in which you have to milk cows, herd sheep, feed chickens and pull up oodles of home-grown veggies. There's a vague story too, as bizarre as it sounds, but the simplistic and appealing strategy makes for a remarkably addictive experience. Also, you don't necessarily have to get up at 4am to start playing it...



Dengeki Charts*

Top 5 - Readers' Favourites

| | |
|-----------------------------|----------|
| Vagrant Story | (Square) |
| Breath Of Fire IV | (Capcom) |
| Tekken Tag Tournament (PS2) | (Namco) |
| Ridge Racer V (PS2) | (Namco) |
| Kessen (PS2) | (Koei) |

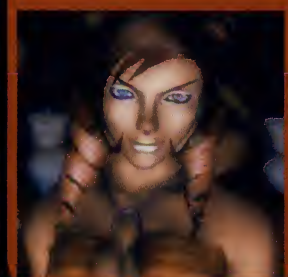
Top 5 - Sales

| | |
|--|-----------------|
| Breath Of Fire IV | (Capcom) |
| Space Battleship Yamato: Soldiers Of Love (Bandai) | |
| Fever 2 Sankyo: Official Pachinko Sim | (ICS) |
| Brave Saga 2 | (Takara) |
| EverGrace (PS2) | (From Software) |

Top 5 - Eagerly Awaited

| | |
|-----------------------------------|----------|
| Final Fantasy IX | (Square) |
| Dragon Quest VII | (Enix) |
| Final Fantasy X (PS2) | (Square) |
| Onimusha: The Demon Warrior (PS2) | (Capcom) |
| Tales Of Eternia | (Namco) |

*Charts supplied by Dengeki PlayStation, Japan's top-selling PlayStation magazine





The allegations may prove difficult to prosecute. Firstly because Ranfurlie Trading is registered in the Cayman Islands. And secondly because Bishop Saunders is a citizen of Burundi. I ask Saunders whether there is any truth to the rumour that Burundi President Winston Nubutu will send a fleet of helicopter gunships to break Saunders out of any jail, anywhere in the world.

"President Nubutu is a close personal friend of mine. And a damn fine card player. We once sat up all night playing euchre." Again the bishop

turns his palms. So where to turn Bishop? He sees his reputation inherently tied to that of the town, and feel my reputation can last only in the ashes, just as the town's reputation sort of challenges are sent me a stronger."

If that is the case, the new Mudgabilla will be an impenetrable stronghold and the good bishop a mighty colossus. And even more impervious to the arrows and arrows which will no doubt be sent at him in what is sure to be a contest.

www.tuneout.com.au

Tune 2 is a registered trademark. All other trademarks are the property of their respective owners. © 2000. Tune Creative TVX035 UP

...in this manner. are also allegations that Trading had used meat for "private purposes" but no further information is available.

THINK OUTSIDE THE SQUARE

WASH ME

SQUEEEK.

TUNE out with TWIX

TWIX

...g that the 100 wagor captain of the volunteer team, aged by claims for private

I mean if the drive behind my to go for the his hands

...engine

...ly with


...ings lost were the Mudgabilla District Mudgabilla Sports Club, Mudgabilla High School, Mudgabilla Mechanics, Mudgabilla Hotel, Mudgabilla Bowls Club, and a house of ill repute. When pressed to elaborate beyond "the whole bloody town is a damn good clean town" there is the question of business interests. The slaughterhouse, Slade, investigated last July, had complained of a paper trail of a company called Ranfu

Take me to your leader..

SAY WHAT?

WHAT?

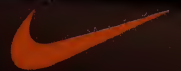
[MET AI]



EARLY AFTERNOON START
WITH A WARM UP LAP OF THE KITCHEN.
INTENSE VIDEO SESSION ON THE COUCH FOLLOWED BY
A CORNER SHOP RUN. THEN MORE COUCH,
WITH HIGH REPS ON THE REMOTE
AND A NEWSPAPER/MAGAZINE MARATHON.
PLUS A RIGID LOW PROTEIN,
LOW CARB, HIGH SUGAR DIET.

EVERY DAY, NO EXCUSES.

(in October).





High Voltage

RE-VOLT 2 POWERS UP

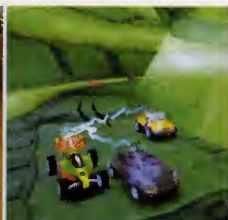
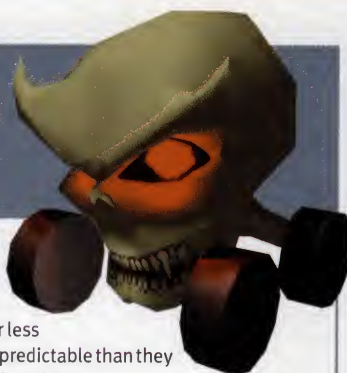
Re-Volt was a curious fish. Half simulation, half knockabout *Crash Team*-style arcade racer, it never really knew whether it was coming or going and, as a result, didn't plant itself in our affections as firmly as we'd hoped. Harvey Elliott of Acclaim's Cheltenham Studios told us, "The original *Re-Volt* was drafted for the PC and developed into other formats. As such, it wasn't console-specific enough."

And it's with lessons learned from the first game in mind that Harvey and his team are tackling *Re-Volt 2*. "We've dismantled the whole game, taken the artificial intelligence, rendering and graphics, and built them into an entirely new game," says Harvey. And it shows – the game bears little resemblance to its predecessor. The styling is bright and cartoony, the cars themselves are drawn with a bit more humour, and, critically, the handling issues that plagued *Re-Volt* have been all but eliminated. Taking them around one of the game's 20 tracks,

they feel a lot more bouncy and easy to control, and far less twitchy and unpredictable than they were in the original game.

The game is also being designed to appeal to all ages and abilities. When you wipe out on a nasty corner, for example, you don't just sit at the back of the pack for the rest of the race – it's possible to pull back up to first place with a bit of effort. And the right power-ups, of course. There are plenty of these, and if you're at the back, you'll tend to pick up the pokier ones to give you a chance to get back into the race. Similarly, if you're winning, you'll pick up more duds to balance the game.

Add the track editor and *Re-Volt 2* could give *Micro Maniacs* and *Crash Team Racing* a serious run for their money.



Nasty corners and power-ups are the order of the day in *Re-Volt 2* – and this time the cars are easier to control...

Talkin' 'Bout Revolution

THE CREATOR OF IN COLD BLOOD

Charles Cecil is the man behind *In Cold Blood*, which is one of the most involving and cinematic games ever. With his efforts over the past two decades, he's also one of the very pioneers to help kick-start today's booming industry. Charles met with PSM to discuss the ever-evolving landscape of videogames and its growing place in the future.

PSM: In adding more cinematic qualities into your games, are you finding that you're now employing people with film expertise?

CC: My theory on this is that if you try and write an innovative game and you get good story, music, sound effects and characterisation, you have to make it come together with all of the interactive elements like the cinematics and gameworld physics. We've taken the traditional and interactive elements to try and blend them into the right mix. We can work with film people under two provisos – they have to really love games and they have to work under our terms. You have to design a game story with a specific vision

in mind. Working with their expertise is really valuable.

PSM: Is the story the most important aspect to you?

CC: Well... A videogame has got to be fun, so I'd put it down to three things. I would say that the first thing that hits you is the visuals, and then as soon as you start playing the game it's the gameplay. Really good gameplay can be sustained for a long time, but that's when the story comes in. The story has to support the gameplay. If the game's a dog, you don't care what the story is, do you?

PSM: What are Revolution's future plans and what PS2 secrets can you reveal?

CC: We were the first third party developer to be signed by Sony for a PS2 title. Our intention is to innovate and use the hardware to design interfaces and gameplay that is revolutionary. We're still in the very early stages so we've only done a little dabbling. I think we've [the industry] made more of a technical leap than a creative leap. We need to make that next leap... Not just using more polygons or whatever.



Charles Cecil made a concerted effort in making sure *In Cold Blood*'s storyline wasn't just an afterthought.



If you want to find Kyle Vander-Kuyp in the next few months, look for the running, jumping, hurdling blur wearing a pair of Nike Air Max Tailwind V.

Tuned Air for maximum cushioning and stability. A combination of a solid midsole, medial posts and an external heel wrap for exceptional stability and support. Lightweight and breathable upper.

And if you want to find him in October, look under the pizza box on the couch.

JUST DO IT.





confidential

EXCLUSIVE WHISPERS FROM
THE PLAYSTATION RUMOUR
MILL - FOR YOUR EYES ONLY

Rumours are now circulating online about the Biohazard PS2 project Capcom talked about at the PlayStation Festival 2000 (see PSM 32). In a recent interview with *Website Core Magazine*, a Capcom representative revealed that the next Biohazard (*Res Evil*) will put players in control of characters from Umbrella (rather than members of S.T.A.R.S.). This has been backed up by further reports that the PS2 game's main character will be Mark Halten, an Umbrella researcher who has been sent to Raccoon City to reveal the truth behind the T-Virus. The story is said to begin at Umbrella HQ, where research on the guinea pigs infected with the T-Virus is being performed. Further online conjecture even suggests that a demo of *Resident Evil 4* will be bundled with the PS2 port of *Resident Evil Code: Veronica*, said to be making the transition from Dreamcast to PS2 next March.

A couple of sequels now in development should keep PlayStation owners happy – the monkeys will be coming back in *Ape Escape 2* and the freaks will freak-out once more in *Speed Freaks 2*.

Japanese developer Shadysoft has hit it big with what could be the PlayStation's answer to Pokémon. Controversy is simmering in Tokyo, Osaka and the other places over *PortBest* ("Gotta collect 'em all!"), in which players round-up, train and battle 'Portable Beasts'. "Yes, it is a little like Pokémon," says Shady's Miyaki Omato, "but you have special backpack with small TV monitor goggles which make you blind to all but *PortBest*!"

Still in Japan, a new fetish magazine, *BodyZone PLUS!*, is proving popular with the ladies. The mag features shots of various naked PlayStation characters engaged in sporting activities. A woman in a Japanese street told us: "Gabe Logan shotputting! Solid Snake playing table tennis – big style!"

Feel The Force

STAR WARS: DEMOLITION RACING TO PLAYSTATION

With another *Star Wars* film already dominating headlines, before filming has even begun, LucasArts is preparing to bring you another game set in that faraway galaxy. This time, though, it's not a beat 'em up or an action-adventure but a scenery smashing, opponent-bashing vehicular combat game.

Set after the abrupt ending of *The Empire Strikes Back*, *Star Wars: Demolition* pits you against up to four computer opponents in familiar locations like Mos Eisley, Hoth and the surface of the Death Star II. You have to out-run, out-blast and out-think baddies, and all for the amusement of that corpulent arch-criminal, Jabba the Hut. So, is *Demolition* just cashing in on the *Star Wars* phenomenon by strapping the license to an unrelated game? Never, says Luxoflux's Mike Gallo. "We're always trying to do games that are fun to play and fit within the *Star Wars* universe, but the emphasis is on fast action and explosions."

Indeed Luxoflux, the people behind *Vigilante 8*, has endeavoured to create a 3D landscape that's more than just a pretty face. "We try to have every object react to the player," explains Mike. "Buildings can take damage and will explode into pieces, and some of them are recharging stations." At the heart of any game is the AI, which Mike says the team is working very hard on. "We've tried to emulate another human opponent as closely as possible – enemies search for more powerful weapons, then search for you and blast you to oblivion. The AI will also do some cool things like backing out of an attack if it has taken too much damage."

Luxoflux has also put a lot of energy into ensuring *Demolition's* longevity. It is more than just a pod racer, as you get to control everything from jetpacks to land-speeders in a variety of non-linear arenas. You can also unlock characters and vehicles and upgrade your ship with power-ups during each level.

Luxoflux (*Vigilante 8*) is the first out-of-house developer to work on a *Star Wars* license.

Star Fight

TAKE TO THE SKIES ON PS2

LucasArts has a sound pedigree in *Star Wars*-related ship-to-ship combat games. With the PC's *X-Wing* series and *Rogue Squadron* under its belt, it clearly knows its anti-gravity onions.

No surprise, then, that it has a similarly themed game in the pipeline for PlayStation2. *Episode One: Starfighter* puts you at the helm of a series of ships lifted from *Episode One*, most notably the ultra-nippy Naboo Starfighter. The game won't follow the plot of the film to the letter, but certain scenes, such as the battle against the Trade Federation Droid Ship, will be present. You'll be able to tackle the game with three characters, which all bring their own ships to the party. Variety is, as they say, the spice of life...

In addition, LucasArts isn't relying on previous software engines to power *Starfighter*. It has implemented a whole new set of game mechanics, and we're promised incredible levels of detail, razor-sharp ship design and ludicrous speeds. Check out the screenshots for proof – a next generation game for a next generation machine? Damn straight it is. More soon!



Episode One: Starfighter will see you at the helm of an array of ships.

Star Wires

STAR WARS ONLINE

One rumour that's been doing the rounds is the development of an online *Star Wars* game – or rather world – for PS2. Fact: A game is in development. LucasArts is working with Verant Interactive (creator of PC online hit *EverQuest*) and Sony Online Entertainment to create the "first massively multiplayer *Star Wars* online role-playing game". The game will feature "a unique combination of combat, specialised missions and daring quests".

So is it coming to PS2? While nothing is official, the link-up with Sony Online hints at a "yes". Sony Online's president Lisa Simpson says, "*Star Wars* online will be a phenomenon that transforms online gaming for both gamers and casual game players". Yep, that'll be PlayStation2 then.

LucasArts

PLAYSTATION2 STAR WARS RACER

Take a bunch of *Star Wars* characters. Stick 'em in a *Mario Kart*-style racing game. And, um, give them enormous bones. Everyone's a winner! Described by Lucas Learning as, "a fun and light-hearted take on *Star Wars*," *Super Bombad Racing* offers eight major characters from *Star Wars* in their own knockabout racing game. It's a far cry from *Episode One Racer*, but that's the idea – to create something that's a bit less serious and ideal for younger players.

Power-ups are key in these games, and *Super Bombad* doesn't disappoint with 25 weapons.





Prizes

The Quest Continues

Alundra 2 is the sequel to the fantastic original. It is a brilliant role-playing game and an excellent way to introduce yourself to the world of RPGs (check out our playtest on page 76). *Alundra 2* sees you playing as Flint, a renegade swordsman on a quest to free a kingdom from the clutches of a sinister ruler. This baby is set in an entirely 3D world and has loads of hidden items and puzzle pieces. Like the sound of it? We have five copies up for grabs, and to be in the running to win, tell us another game published by Activision on the back of an envelope marked "A new legend begins".



Just When You Thought...



Can you believe that the classic movie *Jaws* is already 25 years old? At the time and way before *Deep Blue Sea*, this was a genuinely scary film – kids were even too scared to hop into the bath! A young Steven Spielberg was the main man behind this scare-a-thon, a good insight to his humble beginnings. To celebrate its silver anniversary, Columbia Video has released *Jaws* on DVD. We have 10 packs consisting of the DVD, a beach towel, T-shirt and the Decca Records soundtrack. To win one, just tell us which actors played Brody and Hooper in the movie. Answers can be found on the www.jawsondvd.com Web site. Send entries to "Shark Attack!"

Stuntmaster

Jackie Chan is amongst PSMs greatest heroes. The martial arts legend has been the star of some of the most entertaining and stylised films over the past two decades, and his stunt prowess has been documented as the most daring of all time. When we found out that he was starring in his very own PlayStation game, we couldn't contain our excitement, so you can imagine how we felt when these wicked threads landed on the doorstep of PSM Towers! We have five T-shirts and a copy of Jackie Chan's *Stuntmaster* up for grabs. Just tell us three movies that Jackie has appeared in (obscure ones welcome) on an envelope marked "Stuntmaster".



Mission: Destroy



Destruction Derby Raw is the latest and best DD game to be released. It features quick gameplay, a super-fun points system and realistic car damage. Thanks to the guys at Sony, we have five seriously cool T-shirts together with a copy of the game to give away. You won't find these shirts at the shops, folks, so if you're lucky enough to score one of these beauties, you'll be the coolest dude in the 'hood. Tell us what score we gave *Destruction Derby Raw* in PSM 36 on the back of an envelope marked "Traffic Havoc". Go on, we dare ya.

The Beat Goes On

Wanna have a go at beat juggling? You want to scratch it with the best of them? If you're no good behind a pair of 1200s and a cross-fader, then we suggest that you cut your teeth on Konami's new *Beatmania* game. Take it from us – you do not want to miss this opportunity to get your hands on these goodies. Not only is *Beatmania* the best (not to mention the hippest) game of its kind, the package comes with the famous scratchpad peripheral, a mini Funky Scratch turntable key ring (that really works), a *Beatmania* single by Moloko, and a stylish *Beatmania* cap. There are only three packs available, so get your pen's in action and tell us in 10 words or less why you deserve such a wicked prize. Envelopes should be marked "BreakBeats".



COMPETITION WINNERS

Rayman Packs: Kris Harringer (WA); David Summerton (Vic); Patrick Warren (WA); Euan Acket (NZ); Ivan Dokoza (NSW).

Midnight Blue Controllers: Trent Hoar (NZ); Trevor Lavan (SA).

MediEvil II Packs: K.R. Powick (NSW); John Peden (NSW); Bonnie Wegener (Vic); Renton Johnson (SA); Sarah Fairbrother (Qld).

Blue Streak packs: Marc Sky (Qld); Sally Murphey (NSW); Bonnie Wiggins (Vic); David Joseph (NSW); Jonathon Carey (Qld).

Orient Express Japanese Goodies: Debbie Scaife (SA).

HOW TO ENTER

Send all entries to Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close September 26 and winners will be published in the November 2000 issue of PSM. Good luck!



Yep, the mix master who can tackle three decks at once can also play with two controllers at the same time...

Carl Cox Vs PSM

Uber DJ Carl Cox wanted to see PlayStation2. Fine by us.
Welcome to Big Cox Vs the Big Box.

Words: **Dan Mayers** Pictures: **Martin Burton**

"Bloody hell! Would you look at that!" The world's greatest DJ has just been floored by the sheer polygonal majesty of the PlayStation2 game known as *Gran Turismo 2000*. And flooring the man ain't easy 'cos he's not exactly petite...

Of all the DJs in all the towns, Carl Cox stands head and shoulders above the crowd. Voted best DJ in the world and master of not two but three decks at once, the guy is truly global, spinning his platters from Australia to Russia, via Hawaii and Japan. On Millennium Eve he did a set on Bondi Beach to kick off the celebrations, then hopped on a plane to Honolulu, crossing the dateline to finish things up.

Adept on the decks he may be, but he's all fingers and thumbs steering round the *GT* course. Eventually he gets it on track and starts ragging round like a pro. Albeit an over-excited pro... The problem with playing our demo of *Gran Turismo 2000* is that it looks so damn good.

"Look at the sun," shouts Carl, taking his eye off the action, losing control and spectacularly crashing his motor. Indeed, the sun comes streaming from behind clouds illuminating the skyscrapers and looking, well, real. Race over, we just sit back and watch the replay. Then we watch it again...

Having started way back in 1976, Cox really came to the fore in the late '80s and early '90s with the explosion of rave. See, once upon a time you had

to wear a shirt and tie to get into clubs, or discotheques as they were known, and the concept of the all-nighter simply didn't exist. In fact, you were lucky if you could get a drink after midnight in most places. But a bunch of people decided they wanted to dance a little bit longer than that, and since they couldn't do it legally, just set up their decks in empty warehouses, country fields, beaches – pretty much anywhere they could. Cox was one of those people.

"We fought for the right to party. Long and hard. A lot of people don't understand what we went through. They just think we play the big records,

get paid loads of money, jet everywhere, and everyone has a good time. But half the time before that we were being banged up, chased, accused, slandered. All because we wanted to play music and people wanted to hear it."

Of course, the powers that be didn't exactly see it like that at the time...

"I got banged up for it... I got chased, I got [court] injunctions taken out against me, I wasn't allowed to go out in certain places, I got television surveillance, I had my gear taken away from me... I was a kind of militant leader. But it didn't last long because I got sick of it. At the end of the day, all I wanted to do was party and have a good time."

It got a bit rough when the coppers turned up. But what could they do with 20,000 people dancing in a field? Not enough handcuffs to go round...

"Yeah, the police would come down and say get out, time's up, but they didn't know how to treat it. They couldn't go in there with water guns or rubber bullets because it wasn't causing affray. They just couldn't understand it. So they went for the easiest common denominator and said, you lot are all off your heads on drugs. Stop. And it's kind of like, no, we're not all off our heads actually. I am sorry, I just love the music."

Like a fair fight, then, Mr Cox? *Tekken Tag Tournament* then? *PSM* slips another blue disc into the fancy new disc tray, flicks the button and *Tekken*





Tag Tournament slides into the bowels of the monolith. "What the hell is that thing?" mutters a concerned Carl as bout one begins and the twisted nature of *PSM's* character selection is revealed.

That, my friend, is a gentleman known as True Ogre and he's about to kick your arse across the park. There ensues half-an-hour of finger-blistering button bashing as your *PSM* correspondent runs through the full gamut of *Tekken Tag's* comedy characters. Mojikin, Devil, Alex, Kuma in Sumo Panda-guise, and, of course, the mighty boxing dinosaur, Rex. Carl's floored for the second time that morning.

Currently working on his own record, Cox has been exploring the wonderful world of surround sound, no doubt inspired by the bloody great big sub-woofer and speaker system that adorns the walls of his plush living room.

"My next compilation you'll be able to play through a DVD player, with visuals of wherever I'm playing."

So it'll be possible to play it on PlayStation2?

"Oh, I'm not too sure about that..."

But it plays DVDs...

"Oh. Well, then yeah!"

Brilliant, the next Carl Cox album appearing on PlayStation2 in 2001, with the man himself mixing it up on your TV screens. And if you happen to have a surround sound system by then, um, whistle posse blow...

Cox citing driving games as his favourite genre was a bit of luck, as there's a copy of *Ridge Racer V* nestled in the bottom of *PSM's* gaming sack. Think we'll be choosing a drift setting and as poke an engine as we can fit under the hood. The engine throbs and we're off, jostling for position, Cox roaring with laughter

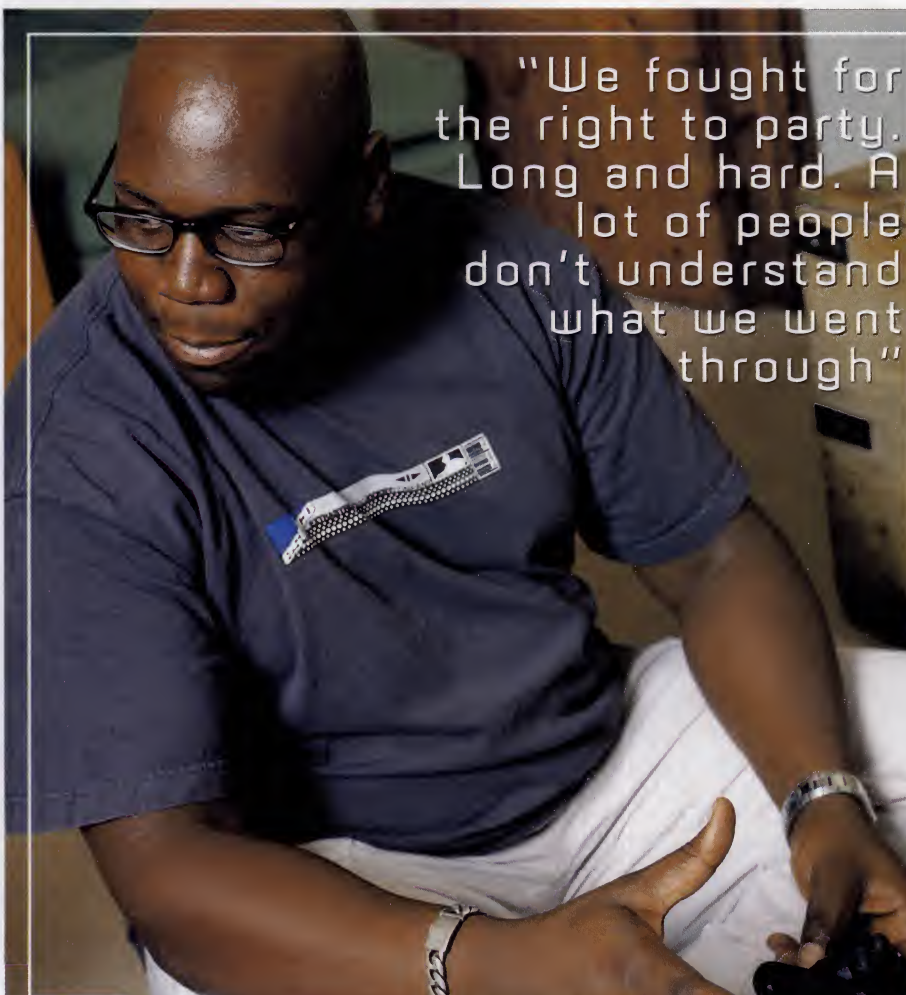
as he crunches into the crash barrier and giving *PSM* the chance to shoot off into the distance.

"Is this Boom Boom Satellites?" he wonders, cranking up the volume on his TV to club levels. 'Tis indeed. Mr Cox knows his obscure Japanese dance music very well indeed.

You'd imagine a full time house DJ would focus solely on that genre, but no. Thanks to a lifetime immersed in music, he's as eclectic as a junk shop – drum and bass, techno, '70s soul (his favourite record is Diana Ross' classic *Love Hangover*), oh, and Latin Jazz. Your correspondent quietly admits that as a small child he occasionally took part in Latin American ballroom dancing competitions.

"I did the same thing!" laughs Cox. "Little dicky bow and all. That's so underground!"

Shall we dance? Maybe not...












SHARP SHOOTERS

Trigger finger at the ready, Steve Polak fires his G-Con in pursuit of the best gun game ever.

the
BEST
GUN GAME
EVER

| | GAMEPLAY | VISUALS | SOUND | ACCURACY | LONG-TERM | OVERALL SCORE |
|---|--|--|---|---|---|---------------|
| TIME CRISIS  PlayStation | An excellent port of the arcade classic, you're tested to the absolute maximum. The first of its kind to feature the duck command, which lets you seek cover when the incoming fire gets too hot. 9 | The graphics are beginning to date, and the intro is average, but the action makes up for this deficit. It is worth remembering that this game is over three years old. 6 | The music helps punctuate the action, and more speech wouldn't have gone astray. 7 | Precision is required, but the targets are a good size, so you won't be frustrated. 7 | The action is great, but like the arcade original, you will finish it, and having done that may not opt to return. 7 | |
| POINT BLANK  PlayStation | Instead of shooting holes in real flesh and blood bad guys, this circus sideshow-inspired game sees you going after a host of amusing little toy targets for points. 7 | Not that special really. Some of the funny animations (like the weird bird and fish you have to shoot) help keep the amusement factor high. 6 | Very kiddie and dinky toy, as you'd expect. It can annoy if you aren't in the right mood. 7 | Generally most targets are easy to hit. It is just that there are a lot of them. The one shot per target mode is hard, though. 7 | The different play modes keep you interested, but the real value lies in the multiplayer games. 6 | |
| POINT BLANK 2  PlayStation | This sequel offers more of the same, with better visuals and a few minor tweaks here and there. Again, there is a silly adventure mode, but overall it is not that different to the original. 7 | Colourful, faithful to the arcade and decidedly Japanese. The graphics aren't the most detailed, but they (like the original game) have a certain charm to them. 7 | Lots of cheesy 'cheens' and silly sounds, which can get on your nerves after a while. 7 | Generally most targets are easy to hit. It is just that there are a lot of them. The one shot per target mode is hard, though (again). 7 | The adventure mode is damn hard, and if you have a friend who also has their own gun, then the replay value of this game is awesome. 7 | |
| GHOUL PANIC  PlayStation | Another less than serious gun game with a good two-player option. It features fresh ideas, including new camera angles, a better adventure mode and some really BIG bosses. 8 | The graphics are very colourful, with great ghosts and Frankenstein-inspired creatures to tempt your crosshair. 7 | The silly horror music is quite funny. 7 | It could be better, as you often score hits from misses (not necessarily a bad thing). 5 | Different game modes, an adventure mode and an arcade mode help give this game legs. Again, the two-player option helps, but the absence of a simultaneous mode is a bother. 6 | |
| RESCUE SHOT  PlayStation | Aimed at younger players, you must protect a stupid rabbit (called Bo), who wanders into all sorts of trouble, by shooting enemies. 5 | This game takes cartoony simplistic visuals to the extreme. The periods of inactivity between action stages are also horribly long and dull as you wait for movement. 5 | This genre has more cheesy audio tracks than any other. The music is okay, as long as you don't mind the cheddar factor. 5 | You can spray shots all over the place and get away with scoring hits at times you shouldn't. Then again, you have unlimited ammo, and it is aimed at young ones, so perhaps it isn't too damning. 4 | An easy game to complete. The two-player mode isn't that much chop, either. 5 | |
| JUDGE DREDD  PlayStation | He is back and just as mad as ever. It sports lots of silly full-motion video and firing first and asking questions later, and there are too many fiddly little gadgets that are quite hard to hit. 5 | The visuals are a bit rough and lack the polish of more recent games (<i>Judge</i> is possibly the oldest effort of the bunch). 4 | He wants to be Duke Nukem so bad it hurts. Lots of throwaway lines on offer here. Lots of noisy explosions and gunfire audio, too. Very over the top, perhaps too much so. 6 | Very poor accuracy indeed. The frustratingly small targets at times make your life even harder than it should be. 3 | This game just doesn't inspire you to finish it. Forget saving Mega City 1 and go for <i>Time Crisis</i> instead. 4 | |
| RESIDENT EVIL SURVIVOR  PlayStation | A bit of good old-fashioned zombie blasting never hurt anyone. However, this game is a bit primitive and lacks options. The movement controls are awkward, too. 6 | Compared to the other <i>Resi</i> games, the visuals are a little blocky. However, the zombies look okay, especially when they erupt into bloody messes. The graphics are too slow, though. 6 | If you know the <i>Resident Evil</i> games, you'll recognise the audio. 7 | Those zombies sure are sensitive and easy to hit (in other words, you don't need to be that accurate). 6 | Again, you will finish this faster than you'd perhaps prefer. 5 | |

**CARTOON
NETWORK**

www.cartoonnetwork.com.au

GET READY FOR THE BATTLE OF THE UNIVERSE!

**Premiering on Cartoon Network - 3 action-packed
Dragon Ball Z Specials!**

Watch these Dragon Ball Z Specials and log-on to cartoonnetwork.com.au
to find out how you can win great prizes!

**SUNDAYS,
August 13th,
20th and 27th
at 10am and
7pm**

DRAGONBALL Z

Available on Foxtel, Optus Television and Austar

CARTOON NETWORK and logo are trademarks of Cartoon Network ©2000. DRAGON BALL Z ©2000 Bird Studio/Shueisha, Toei Animation.

CAR0315PL



a ton of stuff

PlayStation shouldn't be a solo experience. Make sure you have plenty of snacks to keep you company and avoid unnecessary meal breaks! Here's **Jason Hill's** 100 snacks to eat while gaming.



- 01** Chupa Chups: Perfect for gaming as you don't need a spare hand.
- 02** Mars Bar: A Mars a day helps you work rest and PlayStation.
- 03** Lollie fags: You want to look like Solid Snake, but as the label says, smoking is hazardous to your health.
- 04** Baked Beans: Blow your opponent away!
- 05** Cheezels: The only thing cheesier is PaRappa The Rapper.
- 06** Crumpet: Play Tomb Raider and enjoy some lovely crumpet.
- 07** Pie and sauce: For those AFL or Jonah Lomu gaming sessions.
- 08** Whizz Fizz: Because that other white powder should be avoided at all costs.
- 09** Chocolate: The sixth food group.
- 10** Bananas: The perfect accompaniment when playing Ape Escape or Monkey Hero.
- 11** Popcorn: For sessions with Star Wars Episode One, Batman & Robin or B-Movie.
- 12** Space Food Sticks: To keep your feet on the ground when playing Colony Wars.
- 13** Toffee apple: Suits sessions with Barbie Race And Ride.
- 14** Sushi: You've got to eat cool food when playing Beatmania or Bust A Groove.
- 15** Snickers: Just like a good gaming session, it really satisfies.
- 16** Pringles: The least greasy chips around. An oily joystick is never a good look.
- 17** Redskins: Politically incorrect food to eat while playing with Duke Nukem.
- 18** Killer Pythons: They're massive!
- 19** Two-minute noodles: You don't want to wait for any longer to get back to Gran Turismo.
- 20** Froot Loops: Because they taste better than real fruit and go crunch to boot.
- 21** Arnott's Shapes: They should make them in triangles, circles and crosses as well as squares.
- 22** Pez: Timeless cool.
- 23** Life Savers: For when you're on your last life in Crash.
- 24** KFC: You'll feel like chicken tonight after raising Chocobos in Final Fantasy VII.
- 25** Donuts: Perfect for G-Police or Need For Speed sessions.
- 26** McDonald's: You might as well eat bad too when playing Grand Theft Auto.
- 27** Family size Super Supreme: Once you start playing GT2, you'll need plenty of sustenance.
- 28** Fairy Floss: Tacky and insubstantial, just like Independence Day or Attack of the Saucer men.
- 29** Nerds: Celebrate your love of role-playing games and strategy sims, embrace your true identity.
- 30** Gobstoppers: For those gob-smacking moments in Final Fantasy VIII.
- 31** Peanut brittle: Food almost as loud as WWF SmackDown.
- 32** Tic-Tacs: You need tiny food when playing with those Micro Maniacs.
- 33** Milky Bar: Shoot like the Milky Bar kid with your G-Con.
- 34** King Rat: When you have a Rat Attack.
- 35** Powerbar: You'll need your energy if you're going to take on Dr Neo Cortex.
- 36** M&M's: Because they won't melt in your hand, or on your joystick.
- 37** Caramello Koalas: Eat Australian while playing home grown KKnD.
- 38** Freddo: We'd rather eat a frog than play with Frogger.
- 39** CCs: Like another game of ISS, you just can't say no.
- 40** Minties: It's gaming moments like these...
- 41** Tim Tams: You never know, a genie might pop out and grant your wish of a PlayStation2.
- 42** Smarties: Perfect party game fodder.
- 43** Thins: Cut thin to fit right in between games.
- 44** Extra: With the great taste that really lasts, you don't have to take your hands off the pad.
- 45** Oranges: For half time breaks of ISS Evolution.
- 46** Those bracelet lolly thingies: Okay, so they don't look butch, but wearable food is very handy for gamers.
- 47** Pizza: Staple diet for any lounge lizard worth their salt.
- 48** Pretzels: Stay on your toes, get aggressive and win that next round of Tekken!
- 49** Hot Dogs: What else are you gonna eat when you fire up Triple Play?
- 50** Chilli Dog: Just the thing to spice up the action for those of you unlucky enough to own Cyber Tiger.
- 51** Fish Fingers: Brain food for dummies that like puzzle games.
- 52** Kit Kat: When you need a break...
- 53** Soup: Warm up with a big mug of soup and keep carving up the slopes in Cool Boarders.
- 54** Muesli bars: For frantic Track & Field finger fun.
- 55** Dirt: Feed some to your buddy when you play Colin McRae.
- 56** Knuckle sandwich: As above, deliver on a platter when playing Knockout Kings.
- 57** Chicken In A Biscuit: Rub it in to your mate when he cowers, hides and runs away in Syphon Filter 2 multiplayer.
- 58** Curry: Give your opponent plenty of it.
- 59** Carrots: Just the thing for you wascally wabbits that can't get enough of Lost In Time.
- 60** Slurpees: These supercharged drinks go with everything. Tony Hawk's, CTR and even the new Simpson's Wrestling game.
- 61** Chiko Roll: There's a whole bunch of surfing games on their way and these babies are just the thing for when you come in from the surf. Any Puberty Blues fans out there?
- 62** Beefcake: Your SmackDown performances are guaranteed to improve 68.9 per cent after just one.
- 63** Noodles: If you lose, you can do your noodle. You'll feel better.
- 64** Freeze-dried rations: If our front-line soldiers have to eat this stuff, why shouldn't budding Gabe Logans or Solid Snakes?
- 65** Anzac biscuits: As above.
- 66** Warheads: Blow your tastebuds outta your mouth, then do the same to your foes in Warzone 2100 or Command & Conquer.
- 67** Chicken Drumsticks: The next best thing to practice with 'til Drum Mania on PlayStation2.
- 67** Uncle Toby's Breakfast Bars: When you've had an all night session.
- 69** Fantastic Noodles: A meal in one cup. Just add water and get back to gaming!
- 70** Fisherman's Friend: Just the thing for landing big bass in Fisherman's Bait.
- 71** Time Out: Because even hardened gamers need an occasional break.
- 72** Tee Vee Snacks: TV and PlayStation - now there's a match made in heaven.
- 73** Jelly Beans: Energy food for late-night sessions.
- 74** Maxibon: Take up the challenge on page 102 while simultaneously using the Maxibon challenge.
- 75** Jaffas: Roll 'em down the aisle when playing Independence Day or Star Wars Episode One.
- 76** Lollipops: You too can look like Kojak while playing Driver.
- 77** Sherbert Bombs: Not quite as powerful as the weaponry in Metal Gear Solid, but yummy!
- 78** Marshmallows: For soft N64 players only.
- 79** Twix: Perfect for two-player gaming. Do share now.
- 80** Rocky Road: Colin McRae Rally anyone?
- 81** Sustagen: You think you can make it through the night with PlayStation alone?
- 82** Red Bull: Ditto.
- 83** Horlicks: Well, sometimes even gamers need to sleep.
- 84** French Fries: Indulge in some French games with some French cuisine. Or maybe not.
- 85** Crackers: Perfect with Vib Ribbon, pure gaming lunacy.
- 86** Nutri-Grain: Iron Man food for Ready 2 Rumble or Tony Hawk sessions.
- 87** Garlic bread: Your opponent won't want to come anywhere near you.
- 88** Corn: Perfect for watching typical full motion video segments.
- 89** Hot salami: Add even more spice to Spice World.
- 90** Roast: Multiplayer victories wouldn't be complete without a good roasting.
- 91** Oysters: Just the thing to get the taste of the ocean when playing Hydro Thunder or Rapid Racer.
- 92** Peanuts: Great ammo if you happen to lose a game.
- 93** Lemon meringue pie: As above.
- 94** Skittles: Perfect for Circuit Pro Bowling.
- 95** Jelly Belly: You'll have a jelly belly if you sit around playing all day.
- 96** Bubble Tape: Measure your Track & Field distances, then eat it!
- 97** Peanut Butter Cups: You can chew on these babies for hours.
- 98** Starburst: Perfect for PS2 fireworks gem Fantavision.
- 99** Kettle Chips: Eaten by the handful.
- 100** Brussell sprouts: The only possible food that could take your mind off how bad Cyber Tiger is.

ELISABETH SHUE

KEVIN BACON

A PAUL VERHOEVEN FILM

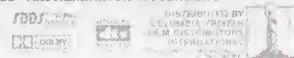
HOLLOW MAN



Office of Film and Literature Classification
THIS FILM IS YET TO BE CLASSIFIED

THINK YOU'RE ALONE? THINK AGAIN.

COLUMBIA PICTURES PRESENTS A DOUGLAS WICK PRODUCTION A PAUL VERHOEVEN FILM "HOLLOW MAN" JOSH BROLIN KIM DICKENS GREG GRUNBERG JOEY SLOVICK MARY RANDLE EXECUTIVE PRODUCER MARION ROSENBERG
MUSIC BY JERRY GOLDSMITH STORY BY GARY SCOTT THOMPSON AND ANDREW W. MARLOWE SCREENPLAY BY ANDREW W. MARLOWE PRODUCED BY DOUGLAS WICK AND ALAN MARSHALL DIRECTED BY PAUL VERHOEVEN



PREVIEW NOW at www.columbiatristarfilms.com.au
AT CINEMAS AUGUST 24

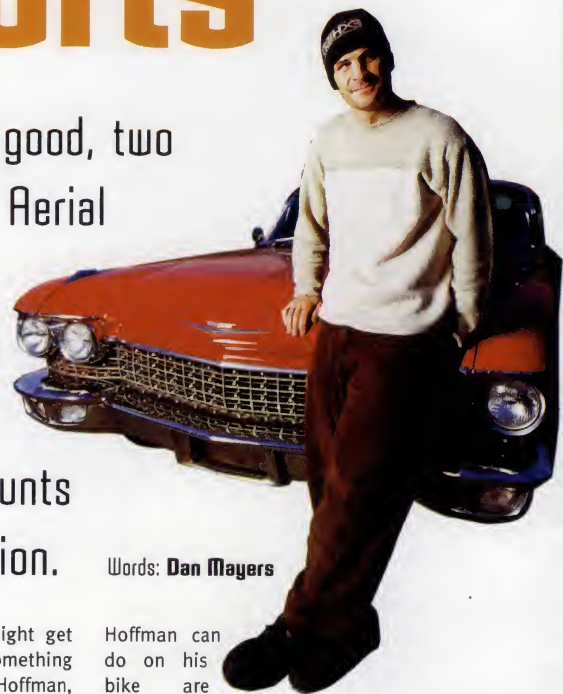


[PLANET PLAYSTATION]

Extreme Sports

Four wheels good, two wheels bad? Aerial supremos Mat Hoffman and Tony Hawk talk stunts and PlayStation.

Words: Dan Mayers



Meet Mat: 12 feet in the air without touching the pedals. Wouldn't wanna land this one wrong...



"I've been doing this for 18 years and there are still things I've yet to experience"

"Cut that out. I might get arrested for something like that..." Mat Hoffman, BMX gymnast and multiple world champion on two wheels, balks at the idea of millions of kids playing with him. No Mat, that's not what we meant. We were referring to your forthcoming BMX videogame...

PSM was granted an LA audience with two of the all-time heroes of extreme sports, the aforementioned Mat Hoffman and skate supremo Tony Hawk. Obviously it takes a great deal of talent to pull off some of the tricks these gentlemen are capable of, not to mention a healthy slice of insanity. Hoffman's nicknamed the Condor, for reasons that go way beyond the ability to pull a huge aerial out of a halfpipe. Before PSM met the man, we'd seen a video which featured Mat larking about with his other hobby, B.A.S.E. jumping – or the art of leaping off a cliff attached to a small parachute. Except Hoffman does it with a BMX bike in addition to said parachute. Nuts? Certainly, but very committed to his sport.

"Bike riding's been my life," explains the eight times world champion. "I've tried to help grow the sport, and I've helped to develop tricks. It's my complete passion. Anything I put my name on that has to do with bike riding, I'm going to make 100 per cent sure it's the best thing possible."

We thought that Tony Hawk had some anti-gravitational tricks to play with, but the things that

Hoffman can do on his bike are quite incredible.

"Rocket Queen's probably my favourite," gushes Hoffman. "It's a one-footed look back that'll be appearing in the game. You can also do back flips and tail whips and combine them in one air if you get high enough, which would never happen in real life."

Tony Hawk chips in: "Playing the game's also safer than the real thing! There's a lot of stuff in these games that isn't possible in real life because of the combinations and the speed it would take to do certain things. It makes it that much more fun! But having said that, as far as my character's concerned, every trick that's in the game I can actually do..."

PSM can't really imagine actually having the athletic ability to pull off a Christ Air or a 540 Varial. These be men indeed, bumping into each other regularly on the pro circuit. Not literally, though.

"I've been riding for 18 years," says Mat. "I've known Tony, by moving in the same circles, for 12 years. We've known each other a long time!"

And now they've both made the move to games and their fame has spread beyond the relatively niche worlds of their respective sports.

"I think that with the success of Tony's game everybody wanted to get into it and I realised that there was going to be an opportunity for me to do it. I waited for the right offer, though..."

Both men give their games a legitimacy they wouldn't otherwise have, telling the developers all about the latest grinds and grabs.

"As far as we're concerned we're just the consultants on it," explains Mat. "We play it so that they can make it more real, you know."

"I play the game every step of the way and make suggestions," confirms Tony, "I was disappointed about not having a loop in there, though..."

Hawk's experienced first-hand exactly how good people can get at computer games. Witness the high score showdown oft cited in PSM's letters pages and shown on Activision's Web site. What started off as a friendly bit of banter around the 30,000 point per trick score has escalated into people sending in screen shots with literally millions of points racked up. Scores which demand precision timing on a par with the real thing. Can the lads compete?

"People who stop me are always really friendly," points out Tony, "but they always want to challenge me. I guess that's one curse."

Poor chap, but is he actually any good at the game?

"I'm not beaten much 'cos I pick my battles carefully," winks Tony slyly, "I know when a kid's way too good for me to even bother with. I'm like, nah, I've gotta go!"

It might be unfair to ascribe the huge rise in the numbers of skaters on the streets solely to Tony Hawk's game, but surely some people must be inspired by it to take up the sport.

"It definitely gives kids another option," says Mat. "It's kind of cool,

kids will buy it because it's a cool game and it spreads the message that there are other things out there besides athletic sports."

"I wasn't sure about that," queries Tony, "but I've had a lot of people telling me that they have. That they played the game and just had to go out and skate again."

"See, the thing about bikes is that every kid had one at some point," Mat drops in. "Once they get the game I think it's going to make them want to try again. Or even if they become a skateboarder then that's cool, too..."

Of course, Mat must be a little biased toward the two-wheeled sport... "I think riding is the most awesome sport in the world," he says bluntly. "I mean I've been doing this for 18 years and there are still things that I've yet to experience."

Tony too has a few things to try before hanging up the plank... "I'd really like to do a front side 720," he smiles.

That sounds painful... What is it?

"Basically it's riding up the wall backwards, spinning twice and then coming down forwards, but spinning in the opposite direction than we usually do."

Hmmm, reckon you can do it?

"I think it'll take a day of commitment," he says stone faced, "to either walk away victorious or end up in hospital."

Mat gets the parting shot: "That's what I like about the game," he grins. "Whenever you crash, it doesn't really hurt"

Nuts the both of 'em...



Meet Tony: Use of helmet, knee and elbow pads are requisite for the more extreme spins.

"As far as my character's concerned, every trick that's in the game I can actually do"



HEELFLIP VARIAL LIEN
800



WEAK INDY

BACK ISSUES NOW ONLY \$8.95!



OCTOBER '99 - #27

Disc contents - *Wipeout 3*, *Point Blank 2*, *Lego Racers*, *Um Jammer Lammy*, *No Fear Downhill Mountain Biking*, *Final Fantasy VIII* video, *This Is Soccer* video, *40 Winks* video, *Mission: Impossible* video, *LMA Manager* video, *Formula 1 '99* video.



NOVEMBER '99 - #28

Disc contents - *Dino Crisis*, *Quake II*, *This Is Football*, *Metal Gear Solid: Special Missions*, *Tarzan*, *Legacy Of Hair: Soul Reaver*, *40 Winks*, *Crash Team Racing* video, *Afrika Shok* video. Plus bonus *Final Fantasy VIII* demo disc!



DECEMBER '99 - #29

Disc contents - *Tomb Raider: TLR*, *Spyro 2: Gateway To Glimmer*, *Destrega*, *Millennium Soldier*, *Hiller Loop*, *Fighting Force 2*, *Mission: Impossible*, *Kingsley's Adventure*, *Championship Motocross*, *Gran Turismo 2* video, *Jimmy White's Cueball* video.



JANUARY '00 - #30

Disc contents - *Gran Turismo 2*, *FIFA 2000*, *Crash Team Racing*, *NBA 2000*, *Rainbow Six*, *Jade Cocoon*, *Pong*, *This Is Soccer*, *Afterland* Compilation video.



FEBRUARY '00 - #31

Disc contents - *Toy Story 2*, *MTV Sports: Snowboarding*, *V-Rally 2*, *Sled Storm*, *Centipede*, *Pac-Man World*, *Worms Armageddon*, *NHL Championship 2000*, *Gran Turismo 2* video, *Space Debris* video, *Rce Combat 3* video, download cheats.



MARCH '00 - #32

Disc contents - *Music 2000*, *Action Man: Mission Xtreme*, *F1 '99*, *Rce Combat 3*, *Electrosphere*, *Eagle One: Harrier Attack*, *Colony Wars: Red Sun* video, *Team Buddies* video, *Gran Turismo 2* video, *Micro Maniacs* video, *VUJ* utility.



APRIL '00 - #33

Disc contents - *Rollcage Stage II*, *Le Mans 24 Hours*, *Colony Wars: Red Sun*, *Space Debris*, *Demolition Racer* video, *MediEvil 2* video, *Cool Boarders 4* video, *Shoul Panic* video, *Grandia* video, download cheats.



MAY '00 - #34

Disc contents - *Micro Maniacs*, *Demolition Racer*, *Player Manager 2000*, *Pro Pinball: Fantastic Journey*, *Renegade Racers*, *Syphon*, *Filter 2* video, *Radikal Bikers* video, *WUFF SmackDown* video, *Colony Wars: Red Sun* video, *7-Gen Racing* video, download cheats.



JUNE '00 - #35

Disc contents - *MediEvil 2*, *Urban Chaos*, *Everybody's Golf 2*, *WUFF SmackDown*, *UEFA Champions League: Season 99/00*, *Colin McRae Rally 2.0* video, *World Touring Cars* video, *Muppet RaceMania* video, *Spider-Man* video, *Star Ichiom* video.



JULY '00 - #36

Disc contents - *Tony Hawk's Pro Skater 2*, *Euro 2000*, *Muppet RaceMania*, *World Championship Snooker*, *Star Ichiom*, *In Cold Blood* video, *Hogs Of War* video, *Star Ocean* video, *Silent Bomber* video, *Vampire Hunter D* video.



136 116

Mon-Fri 8:00am-8:00pm EST
Saturdays 8:00am-8:00pm EST
Fax: (02) 9267 4363

BACK ISSUES
\$8.95 (plus \$2.65 Postage & Handling per issue)

SPECIALS NOW AVAILABLE - \$10.95 EACH! (+\$3 P&H)



SUMMER COLLECTION

Disc contents - *Metal Gear Solid*, *Legacy Of Hair: Soul Reaver*, *Rollcage*, *A Bug's Life*, *Cool Boarders 3*, *Wipeout 2097*, *Devil Dice*, *Gran Turismo*, *Pool Shark*, *Ridge Racer Type 4* video, *Net Yaroze* compilation.



THE BEST OF 1999

Disc contents - *Metal Gear Solid*, *Ridge Racer Type 4*, *Ape Escape*, *Gran Turismo*, *Cool Boarders 3*, *Tomb Raider 3*, *ISS Pro 98*, *Driver*, *Tekken III*, *Crash Bandicoot 3: Warped*.



THE 2000 COLLECTION

Disc contents - *Dino Crisis*, *Quake II*, *Legacy Of Hair: Soul Reaver*, *Silent Hill*, *Deathtrap Dungeon*, *Nightmare Creatures*, *Doom*, *Exhumed*, *Resident Evil* video, *Carnageddon* video.



SPORTS SPECIAL

Disc contents - *FIFA 2000*, *Actua Ice Hockey 2*, *Victory Boxing 2*, *Cool Boarders 3*, *This Is Soccer*, *ISS Pro '98*, *Tony Hawk's Skateboarding*, *Anna Kournikova's Smash Court Tennis*, *Jonah Lomu Rugby*.



KIDS SPECIAL

Disc contents - *Spyro 2*, *Tarzan*, *Kingsley's Adventure*, *Barbie Race And Ride* video, *Buster And The Beanstalk* video, *Mulan* video, *A Bug's Life* video, *Muppet RaceMania* video.

FREE GAME

when you subscribe!

Choose from
one of these
classics

FREE!

Subscribe and get
a \$40 Platinum game
FREE!



CRASH BANDICOOT 3: WARPED CRASH3



GRAN TURISMO GT



TEKKEN 3 TEK3



FINAL FANTASY VII FF7



MEDIEVIL MED



SPYRO THE DRAGON SPYRO

Subscribe for 12 issues and save \$17.40 off the cover price plus receive a Platinum Game of your choice valued at \$40. You can choose our easy payment plan and pay just \$63 now and \$63 in six months to receive 12 issues of Australia's best selling videogames magazine, plus free home delivery and a top selling Platinum Game of your choice.

Call our Fast Phone Service now on 136 116. Offer ends September 26. HURRY!

CONDITIONS OF ENTRY

1. Instructions on 'How to Enter' form part of these conditions of entry. The competition is open to residents of Australia only whose subscription for 12 months or more to Official Australian PlayStation Magazine is received between 16/08/00 and last mail 26/09/00, and is signed against a nominated valid credit card or, if paid by cheque, cleared for payment. Coupons are to be sent to Official Australian PlayStation Magazine, Reply Paid 4967, Sydney NSW 2001.

2. Employees of ACP Publishing, sponsors, their advertising agencies and families are not eligible to enter. All entries become the property of ACP, the promoter, and might be used in future marketing exercises.

3. Every eligible subscriber will receive a PlayStation Platinum game valued at \$39.95. To be an eligible subscriber, you must subscribe to Official Australian PlayStation Magazine for a minimum of 12 months. Subscribers taking the Easy Payment Plan must subscribe for a minimum of 12 months, paying a total of at least \$126 (including GST). The Easy Payment Plan is available to credit card holders only. An initial amount of \$63 will be debited upon receipt of application, a further \$63 will be debited automatically in February 2001. A 12-month subscription which is processed as part of this promotion may not be cancelled. Prizes are not transferable or redeemable for cash. Any change in the prize occurring between publishing date and the date the prize is claimed is not the responsibility of the promoter. Please allow up to 60 days for delivery of your Platinum game.

FREE GAME WHEN YOU SUBSCRIBE

Please indicate your preferred options for your FREE Platinum game by placing a 1, 2 and 3 in the boxes below (with 1 being your first preference)

● CRASH3 ● GT ● TEK3 ● FF7 ● MED ● SPYRO

THIS SUBSCRIPTION IS

● Personal ● Gift Subscription

LENGTH OF SUBSCRIPTION

- 1 year (12 issues) \$126 (SON)
- 1 year (12 issues) EASY PAYMENT PLAN \$126 (PSM)
- Pay \$63 now and \$63 in February 2001 - Credit Card Only

DELIVERY INSTRUCTIONS

first name _____ surname _____
address _____
city/town/suburb _____ postcode _____
daytime telephone no. _____

PHONE 136 116

Mon-Fri 8am-8pm EST Saturdays 8am-6pm EST

OR order through playstationmag.magshop.com.au

OR fax coupon to: (02) 9267 4363 - 24 hours a day

OR mail this card in an envelope to:

Official Australian PlayStation Magazine
Reply Paid 4967, Sydney NSW 2001

NO POSTAGE STAMP REQUIRED

Offer open to Australian residents only. Offer ends September 26, 2000.

PAYMENT DETAILS

- I enclose a cheque/money order for the full amount of \$126 made payable to ACP Direct **OR**
- Please debit my credit card for the full amount of \$126 **OR**
- Please debit my credit card for \$63 now and \$63 in February 2001
- Bankcard ● Amex ● Visa ● MasterCard ● Diners Club

cardholder's name _____
signature _____ expiry date _____

PAYER DETAILS (if different from delivery details)

first name _____ surname _____
address _____
city/town/suburb _____ postcode _____
daytime telephone no. _____

**Easy Payment Plan - pay \$63
now and \$63 in February 2001***

*Credit Card Only

SON80800

FROM ONE OF THE BIGGEST EVENTS* OF THE YEAR,
COMES ONE OF THE BEST CDs OF THE YEAR!



FEATURING 20 RED HOT AUSSIE ACTS!

INCLUDING > LO-TEL > MADISON AVENUE > GRINSPORN > ALEX LLOYD >
BODYJAR > SONIC ANIMATION > GROOVE TERMINATOR > SKUNKHOUR >
PRETTY VIOLET STAIN > OBLIVIA > PLUS MANY MORE!

Enjoy
Coca-Cola®



MUSIC AUSTRALIA

AVAILABLE AUGUST 2000

www.universal-australia.com.au

RedFest LIVE! 15 SEPTEMBER 2000

WHILE TICKET SUPPLIES LAST. COMPETITION CLOSING 7/8/2000.
SEE SPECIALLY MARKED PACKS FOR DETAILS.

'COCA-COLA' IS A REGISTERED TRADE MARK OF THE COCA-COLA COMPANY. Redfest logo © 2000 Coca-Cola South Pacific Pty Ltd.
*Bands which perform on the CD may not necessarily appear at the Redfest Event.

NSW Permit No: 00/1504. Vic Permit No: 00/623 Issued on 2/3/2000. SA Permit No: T00/658.ACT Permit No: TP99/3103. NT Permit No: 00/905.

www.redfest.com.au

SYDNEY RANDWICK RACECOURSE
MELBOURNE MELBOURNE PARK
ADELAIDE ADELAIDE OVAL
BRISBANE THE RIVERSTAGE
PERTH WACA



FAQ

Got a question you just have to get the answer to? Join the club. Here are the top PSM queries of the month...

Q. Will we have to pre-order PlayStation2 like the UK?

A. No one will force you to part with your cash, but pre-ordering will be a good idea if you want to be guaranteed a PlayStation2 on October 26, considering there are bound to be shortages early on.

Q. Why did the magazine price go up?

A. Like all goods and services in Australia, the magazine now attracts a 10 per cent GST. We absorbed some of the increase, but were forced to increase the price to \$12.95.

Q. I recently became a regular reader and was wondering if I could get back issues earlier than the ones featured on your subscriptions page?

A. No problem. Just call our subscriptions department on 136 116 in Australia and 0800 800 735 in NZ.

Q. Are you going to forget about us PlayStation owners when PS2 comes out?

A. Of course not. There are over 70 million PlayStations around the world, so the industry will keep rolling along nicely.

Q. I'd like to write for your magazine. How do I get started?

A. You'll need to have a passion for the videogames industry, excellent writing skills and preferably tertiary qualifications. If you think you fit the bill, write to Rob.

Q. Can I phone you guys if I'm stuck in a game?

A. Unfortunately, we're not a cheats hotline. Call Sony's Powerline on 1902 262 662 in Australia and 0900 97 669 in NZ.

feedback



Send your thoughts to: Feedback, Official PlayStation Magazine,

GPO Box 4089, Sydney NSW 1028. Or e-mail playstation@acp.com.au



Well Adjusted

Having watched *60 Minutes* (Sunday, July 2), I was yet again appalled at the way the mainstream media covers anything related to videogames or the Internet. Some old duffer who had no concept of technology presented the whole segment, and with his Luddite mentality could see nothing positive about the way kids are embracing technology in so many creative and useful ways. The man was clearly out of his depth with the subject matter.

All of the videogames shown were violent games full of blood and gore, when this makes up less than five per cent of those on offer to the public – the majority of games played by people are sports simulations and driving games. Also, the only uses of the Internet shown were negative ones, when it is possibly the greatest leap forward for business and education in the last 30 years.

At one point a kid mentioned that he had played games for four hours at a time in the past and the presenter

looked at him like he'd said, "I've just shit on the carpet". *Eyes Wide Shut* lasted for well over three hours and was an extremely passive experience deemed to be art, so why should somebody doing something very interactive for a slightly long time period be considered as dangerous? People sit down every evening and watch telly from 7pm until midnight and there is absolutely no interaction to be had in such a pursuit.

Obviously if people are playing games at the expense of all other activities such as sport then that has to be a worry. But the vast majority of ordinary people like myself simply dip into games as a form of entertainment and have other interests including active ones (I trained for The City to Surf and play soccer regularly).

It's about time that features such as this were better researched and given a more balanced view. All the people interviewed were extreme

representations of gamers and not a single journalist from the field of interactive entertainment was asked to comment. It seems that simply because people in mainstream media don't understand technology, they are scared of it and only report its negative aspects – these are probably the same sort of people that bemoaned computers who now can't cope without their e-mail, laptops and Microsoft Word.

Finally, to add insult to injury, the presenter showed an excerpt from a black and white cowboy film to reinforce how naive and gentle his childhood had been. But rather than games like *Doom*



in which monsters comically shoot each other, the majority of cowboy films I've seen involve a strange loner walking into a bar and shooting someone in cold blood because of an argument over money, girls or cattle. Heroic role models, eh?

A normal, well-adjusted games player, via e-mail

X Marks The Spot

Lately I have heard a lot about the X-Box and how it is more powerful than the PlayStation2. Also of interest has been the backlash on PS2 games that have been released that promised so much, but have delivered



Games like this turn kids into killers...

SHOUT

Why is it that there are dozens of bloody "lifestyle" shows on the telly about gardening, backyards, cooking, do-it-yourself projects, blind dates, airports, changing rooms, money, hotels, dream factories, love rules, desert islands, shipwrecks, etc, etc, but there has never, ever been a single show about videogames? Surely the highly visual nature of today's games and the mainstream popularity of gaming as a hobby warrants at least one TV show. And TV bosses, before you go "great idea, let's aim it at the kiddies and put it on Saturday mornings at 6am", remember that the vast majority of games are bought by adults – you know, the ones who have the money to afford them. I reckon Richie, Rob and Jason could be reporters, and I've heard Mike Wilcox on Triple J and he'd be good, too. Get to it, TV gurus!

Square Eyes, via e-mail





ask nina

Guys, this is the deal - it's Nina's way, or no way at all...

Q. Can you tell me if it is possible to buy new cases for PlayStation games?

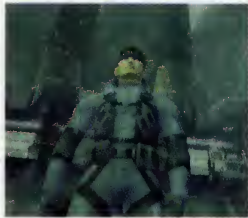
Cam Hillard, via e-mail

A. No, not that we know of, but it would be a great idea. Our only suggestion is to try second-hand stores that sell games cheap, or quickly swap them with a friend's cover when they're not looking!

Q. Thanks for the *Anna Kournikova's Smash Court Tennis* demo on the *Official PlayStation Sports Special* disc. I want to buy it, but can't find a store that stocks it. Apparently it's been withdrawn from the Australian market. Can you help?

Colin, via e-mail

A. Withdrawn is a bit misleading, it's just that Sony doesn't have any more copies in its warehouse and won't be ordering or manufacturing any more. You still might find it at some retailers, so a good ring around should find it, particularly at stores like Electronics Boutique that also sell second-hand copies. Although it would be a very expensive last resort, you could import from the UK, as they use the PAL system like us. Just remember to make sure it is from the UK and not the US, which uses NTSC



so little that's new and enjoyable (such as *Tekken Tag Tournament* and *Ridge Racer V*). However, let me assure you that if my eyes saw correctly on the Internet (and if my brain read correctly), no X-Box or Dreamcast game will be able to match *Metal Gear Solid 2: Sons of Liberty*.

I looked up around five Internet sites and ALL said that *MGS2:SOL* was by far the game of the E3 expo. Not only were the screenshots the best I have ever seen, but they featured stunning special effects that no PSX, and certainly no Dreamcast, game can match.

It sounds as though it is going to feature some great gameplay, and if Hideo Kojima's rumours are correct, it will even feature the ability to feel heat and cold. How cool's that?! Some peo-

ple even said that Hollywood should learn a thing or two from Mr Kojima, because the cinematics are so perfect.

Meanwhile, with the huge list of extremely promising games such as *Wipeout: Fusion*, *Final Fantasy X* and *XI*, *Resi 4*, *Summoner* etc, it is clear that PS2 will kick Dreamcast's butt, just like PSX did to Saturn. However, whilst the X-Box is a superior console to the PS2, it is not the power of the console that counts, but the game developers and the popularity of it (as we have seen in the past between PSX and N64). In my opinion PS2 has both.

At the moment the X-Box is not aiming highly at the Japanese market where some of the world's most talented game developers are based. Add that to the big name Sony has already developed in the videogames industry and the huge supporter base the PSX already has, and the PS2 is almost destined to attract the big developers and beat the X-Box in quality and popularity.

Nathan Williams, SA

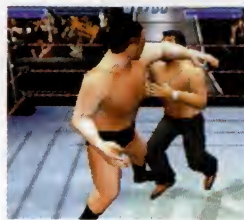
Lady Luck

Good luck with your 'Wanted' column. I wish I could write a column asking for free stuff. Let me see, I think I'd start with a copy of *Tony Hawk's 2*, a PlayStation2, a new car, a new girlfriend...
John, via e-mail

Wrestling With The Truth

I'd like to start by saying you're the best damn PlayStation mag around - I love the goss on PlayStation2 and the dirt on new games each month.

I disagree with Joel Turner's letter in the June issue (*PSM 35*, page 36), and the words 'intelligent' and 'wrestling' should never be used in the same sentence. The closest wrestlers come to being intellectual is running round a roped ring in spandex, covered in baby



oil, high on steroids, trying to wrap their legs around some other guy's head.

People who say they watch wrestling for the fights must be either blind or stupid because the so-called 'fights' are fake. So stop spending millions of dollars a year on making games for this 'sport' and go spend it on another *Metal Gear Solid*.

Keep up the kick-arse work!

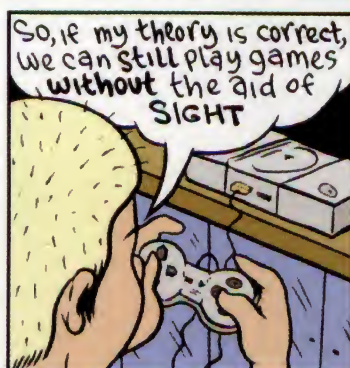
Ryan Vinten, via e-mail

Keep The Faith

I have been unfaithful. After months of buying your magazine, I decided not to buy it any more. I'd basically given

THE JOY COOL

by anton





up hope on the good ol' PlayStation, as there weren't any games that could excite me like they used to...

But as I waltzed through my local newsagent the other day, my eye spotted the *Tony Hawk's 2* demo. I instantly yelled at my parents to give me the money for the mag (which has gone up, stupid GST) and as soon as I got home, plugged in the grey box and started playing.

Two days later I finally got round to reading your mag and I would like to congratulate you on the relevant information featured. Your coverage on E3 was great and the quality of the demos you official people receive craps over the competition.

Keep up the high quality and thanks for the demos.
Jared Fraser, via e-mail

Not Looking PS2 Sharp

As a PlayStation owner looking forward to PlayStation2, my anticipation of the new 128-bit super powerful graphics machine has somewhat declined. Why, you ask? Unfortunately, it's due to the *Gran Turismo 2000*



screenshots you've published in the magazine.

As a racing fan, the one thing I hate is the sharp, jagged lines on cars in most 32-bit games. I thought Sony would fix this problem on its new 128-bit machine, but screenshots prove otherwise.

Will this be fixed in time for the PAL release or will it be a downfall for all racers and other games on PlayStation2? If so, Sony has overlooked a major flaw in its games and should utilise anti-aliasing in future releases.

David Hulsman, Qld

The anti-aliasing issue has been blown out of proportion. Sony says PS2 has no problems with anti-aliasing, and the developer of *Summoner* reports that it has its game fully anti-aliased, with no speed penalty and running at 60 frames per second.

Frankly Frustrated

Just wondering whether anyone out there has managed to finish *Medal Of Honor* with 100 per cent. I'm sure I've finished everything, but I'm still only 99 per cent. It's bugging the hell out of me!

Frank, via e-mail

Rough Seas

Alas, I have been lured away by cheaper pirated games in the hope of saving

money, but all I got was cheap crap! I have seen the light and destroyed these games. A friend of mine had his PlayStation ruined by the games and chips installed to enable them to be played. He can no longer play anything. I believe games are expensive because of pirates ripping-off hard working people. I now buy games on sale or wait for them to go Platinum.

Stick to the sea and children's storybooks, you bastards, and leave our beloved PlayStation games and consoles alone!

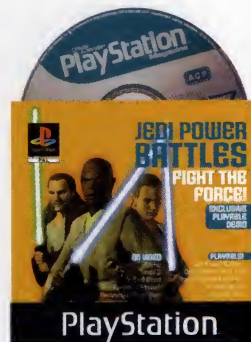
Matt Flemming, NSW

Demo Derby

How do demo discs affect game sales? If it is because some games are crap and the demos show it, then tough. If it is because people are happy playing the demos and don't need the full game, then surely that is an issue for developers to implement time limits or something. I can understand Sony limiting demos to official publications, but limiting the number of demos seems a little counterproductive.

I rarely buy a game without playing it, and if I can't get my hands on a demo, I'll rent it instead.

My main concern is that if Sony is worried about demos now, how will that affect the availability of



downloadable demos when the PlayStation2 gets a Net connection?

By the way, great mag!
Matthew Johnson, via e-mail

Fit State

I am a regular reader of *PSM*, but I'm concerned about the message *PSM* is giving out about epilepsy.

In a recent issue there was a comment about epilepsy in 'A Ton Of Stuff'. The comment "pretend you're having an epileptic fit" disturbed me, as I recently found out that I have epilepsy.

As I'm only 14, it has been very hard for my family and me, but we are getting through it. It is distressing to see *PSM* making epilepsy sound like some sort of joke. Epilepsy is not a joke and it should be taken very seriously.

Jessica Armistead, NSW

Sorry Jessica, our writer was simply making a (bad) joke in relation to those warnings in game manuals. We did not mean any offence and are sure you are tackling your condition bravely. A copy of *Metal Gear Solid* is in the post!



ask nina

Q. I'm looking for a game that will stay in my console until Christmas. I'm thinking *ISS Pro Evolution* or *NFL Blitz 2000*, but I'm badly waiting for *Driver 2*, *Tony Hawk's 2* and *Mike Stewart's Boarding*. What should I do — make a move or wait? Please help.

Jesse, via e-mail

A. We couldn't recommend *Evolution* more highly, but *Tony Hawk's 2* and *Driver 2* are bound to be superb as well.

Q. I have a 14-year-old son whom is disabled and loves PlayStation. He would like to know if there is a Rugby League game on the way — most of his favourite games are sports ones.

Mrs D. Patterson, NSW

A. Unfortunately, no one is making a League game at the moment. King of sports sims, Electronic Arts, has said the market is too small, and has recently canned the PlayStation version of its Rugby Union game.

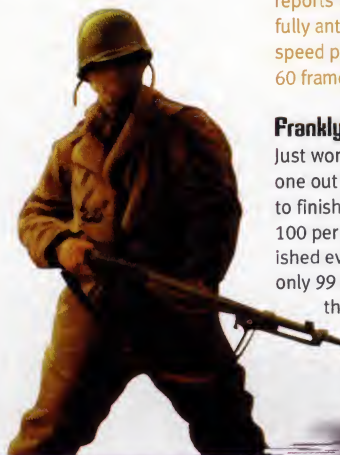
Q. 1. What is the difference between *Tony Hawk's Pro Skater* and *Tony Hawk's Skateboarding*?

2. Does Powerline have an Internet cheats service?

Eric Jinks, via e-mail

A. 1. Nothing — it's the same game! It was called *Pro Skater* in the US but *Skateboarding* in PAL territories. Activision is ensuring there's no confusion for the sequel with the same name everywhere: *Tony Hawk's Pro Skater 2*.

2. No, but www.playstation.com.au does have some cheats on offer.



"Great work on the mag guys, it just keeps getting better and better!" is how most letters start in your magazine. There seems to be an alarming rate of drivel included in each letter that is printed. I am not having a go at you, but you seem to choose letters showing Australia's youth is on a downward spiral to idiocy. Not to mention the 30-year-olds who write in about their retro years (shudder). This is probably why the average age for a reader is 19 — a few 30-year-olds and a lot of young children.

Examples of stupidity are the people who seem to be unable to find a G-Con Bazooka for some reason, or others who claim they have imported a PocketStation for a reasonable price of "\$2100"...

Xen Crane, via e-mail

RAGE AGAINST THE MACHINE



We agree Xen, it's so annoying when people ramble on without having a real point...



THE FEW. THE PROUD. THE MUTANTS.

Train with fellow mutants and fight your way up the ranks, learning amazing mutant moves and using your special powers to dominate super-villains. It's boot camp for fighters... and only the strongest will survive. Professor X wants you!



Fight as 10 different X-MEN characters, including Wolverine and Cyclops.



Use signature mutant moves, powers and abilities—for the first time in 3-D!



DO YOU HAVE WHAT IT TAKES TO SURVIVE?

www.activision.com



Screen shots taken from PlayStation® game console gameplay.
MARVEL and X-MEN: TM and © 2000 Marvel Characters, Inc. All rights reserved. Published and distributed by Activision. Activision is a registered trademark of Activision, Inc. © 2000 Activision, Inc. X-MEN: Mutant Academy for PlayStation developed by Paradox. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. X-MEN: Mutant Academy for Game Boy Color developed by Crawford. Licensed by Nintendo. Nintendo, Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. © 1989, 1998 Nintendo of America Inc. All rights reserved. All other trademarks and trade names are properties of their respective owners.



TONY HAWK'S SKATEBOARDING



BOB BURNQUIST



KAREEM CAMPBELL



RUNE GLIFBERG



BUCKY LASEK



CHAD MUSKA



ANDREW REYNOLDS



GEOFF ROWLEY



JAMIE THOMAS

Buy
**Tony Hawk's
Skateboarding** game
from **Target** and
receive a demo disk of
**Tony Hawk's Pro
Skater 2 FREE!***

*Available from Target only while stocks last.

ACTIVISION



NEVER SET

Target

Activision is a registered trademark and Tony Hawk's Pro Skater and Pro Skater 2 are trademarks of Activision, Inc. © 1999 Activision, Inc. Tony Hawk is a trademark of Tony Hawk. Licensed by Sony Computer Entertainment Inc. in association with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are properties of their respective owners.

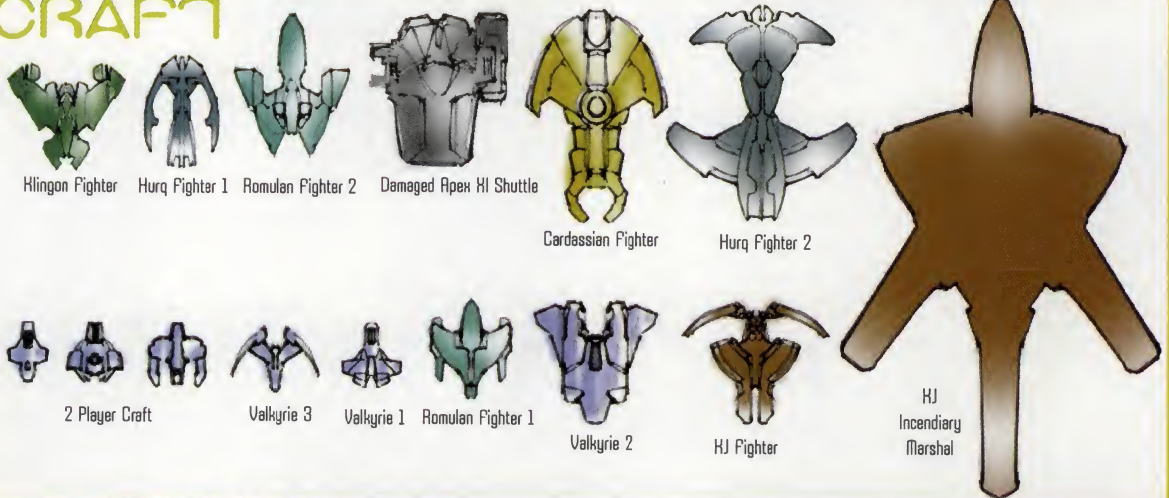
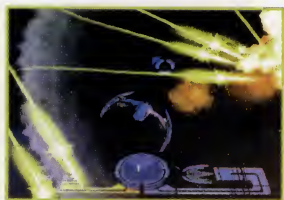


STAR TREKKIN' ACROSS 3111 UNIVERSE

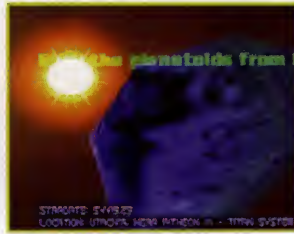
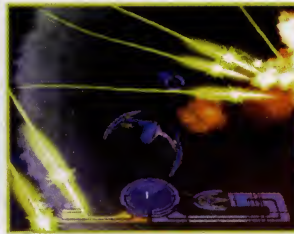
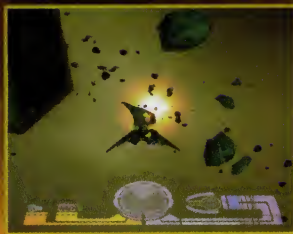
FIGHTER CRAFT

Our guide to your
Star Fighters.

With 60 different ships in the game it's easy to get confused as to which one you should target. Hint: Aim for the biggest behemoth of a mother ship you can find.



Blast away with photon torpedoes. Oooh pretty...



PSM boldly goes to check out work on Activision's *Star Trek: Invasion!* The Borg are back in town...

Haydn Dalton shows *PSM* his ships. All of 'em...



PlayStation is the final frontier, as far as the *Star Trek* license goes. While PC enthusiasts have enjoyed a number of strategy games featuring the crew of the mighty USS Enterprise, PlayStation gamers have had a long wait. Klingon Honour Guard was alleged to be on its way, but ended up in development hell. Luckily Activision picked up the license and developers Warthog began work on *Star Trek: Invasion!*, the first in a long line of *Trek* games. Rather than throw out another strategy game, the Warthog team, which includes bods who worked on *Colony Wars* (*PSM* 6, 8/10) and *Descent* (*PSM* 5, 8/10), have opted for the 3D shooter route. "This game's not just a shooter," protests

encyclopedias and weighty technical tomes to make sure that the game will appeal to even the most fanatical of *Star Trek* fans.

"We got this one book," explains Han Randhawa, lead artist, "that traced the development of spacecraft from the early '70s, right the way up to the actual time of *Star Trek*."

The plot they've come up with concerns the Borg (of course) and their attempts to assimilate an apparently hapless race, the Kam'jahtae (designed exclusively for the game by the guys at Warthog, with approval from Paramount). The game starts with the Klingons getting in the way of our wiry Borg friends, and Worf is summoned by Captain Picard to take a crack squad of fighter pilots in to sort out the mess. One of these craft

"We've got loads of characters in there, including Worf and Picard, and a plot like you'd see in the series itself..."

lead designer Haydn Dalton. "We've got loads of characters in there, including Worf and Picard, and a plot like you'd see in the series itself."

Indeed, *PSM* pulls up a chair in their offices and enters a sprawling universe of *Star Trek* trivia. References to obscure *Trek* episodes come thick and fast, suggesting that subtly name-dropping the Picard manoeuvre would be singularly unimpressive in this company.

"To be honest, I didn't really like the show when we started out," laughs Haydn. "But the more we developed the game, the more we got into *Star Trek*. I know a lot more than I ever expected to."

Research was the key to developing the game, with the team devouring

will be piloted by your good self under the name Ensign Cooper.

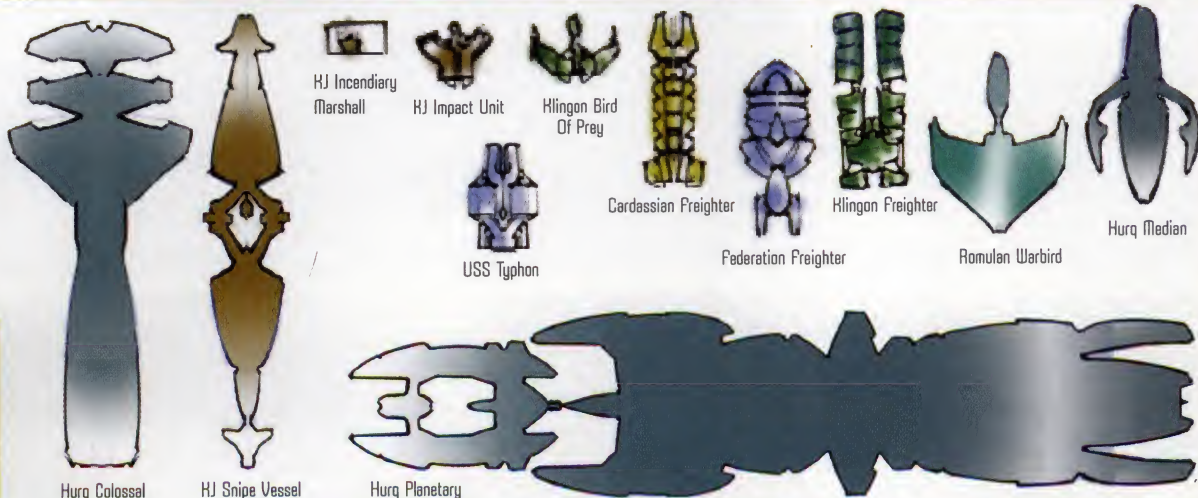
Now, *PSM* knows a thing or two about *Star Trek* and there's a big problem with the idea of getting the Federation involved in a big space battle. It's called the Prime Directive. The Federation can observe, but direct action is very much frowned upon on the grounds that it'll affect the development of a species.

The Warthog crew knew this from the start. As Haydn points out, "In *Star Trek* you don't just go around killing people. There has to be a plausible reason for them to intervene on such a drastic scale. We had a story, but we also had to tie it in to something that was instantly recognisable as *Star Trek*."

SHIPS

The ones that carry stuff...

Plenty of other craft in the game don't pose as much of a threat. They're the ones you'll be protecting. The Hurq planetary cruiser is, literally, the size of a planet.





Prepare to teleport. Picard and Worf contribute their vocal talents to the game.



"Paramount were quite cautious about the concept," continues Han. "They said: 'Why do you want fighting units in the game, surely that's aggressive? Why would the Federation even have something like that?'" Which is where the intricate and exceptionally detailed plot comes in. Regular viewers of *Star Trek: The Next Generation* will remember the battle of Wolf 359, in which the Borg attempt to assimilate the entire Federation. Warthog came up with the idea that when

“Since the Borg are now back in town ... the program's been reinitiated”



the battle of Wolf 359 kicked off, the Federation began developing an ultra-maneuvrable fighter unit, but it was never finished. Since the Borg are now back in town and posing an immediate threat, the program's been reinitiated. Enter swarms of space fighters, based on the battle cruiser *Defiant*. (Yes, the one that Sisko frequently takes out for a spin in *Deep Space Nine*.)

"They actually developed the *Defiant* as a warship," says Han. "It's a very aggressive ship indeed and the first one in the Federation actually capable of acting in a dogfight. The question is, what are the Borg doing back in Federation space? If it's not for the Federation it must be for something else..."

Welcome then, to the latest racial addition to the *Star Trek* universe, the Kam'Jahtae, a race that have been collectively hibernating for the past 200,000 years in a giant hive unit which orbits a planet.

"We were allowed to develop the Kam'Jahtae from scratch and we've even built them an ideology and created some background information as to what sort of race they are. They're like a hive, very aware of each other, very insectoid. So the Borg are after them for a particular reason that will be revealed through various twists and turns during the game," says Hadyn.

Knowing that *Star Trek* fans are notoriously

STAR TREK: A PORTED HISTORY

35 years of squabbling through uncharted territories.

1921 Gene Roddenberry (second from left) born. Later responsible for creating a universe full of people with pointy ears, ridged noses and Cornish pasties taped to their foreheads.

1947 Roswell, New Mexico. 'UFO' crashes in the desert. No survivors. Or were there...

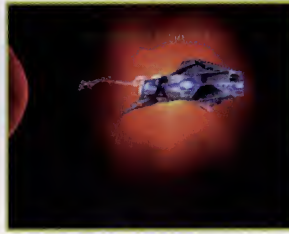
1948 Gene Roddenberry survives a plane crash. Develops obsession with creatures from galaxies far, far away.

1964 First *Star Trek* pilot, *The Cage*, is filmed.

1967 Seminal WWII-and-John-Collins episode, *The City On The Edge Of Forever*, airs. Is good. So does the one with the tribbles.

1985 First *Star Trek* episode, *The Motion Picture*, airs. People like. Second pilot airs soon after.





KLINGONS ON THE STARBOARD BOW

Star Trek games: Where did they go?

With nearly 20 *Star Trek* PC games available (most of which are stuffy strategy games), it's strange it took so long to transfer to PlayStation. *Star Trek: Invasion!* is good, but the traditional old-school Kirk 'em up is *Star Trek*, the original arcade coin-op. Modelled on the *Star Wars* engine, the *Trek* game lets you shoot out polygonal wireframe Birds Of Prey. Seek out the Klingons hiding behind the asteroids, blow them to pieces with your photon torpedoes, and hang the damn Prime Directive.



Remember *Star Trek* down the arcades? How impossibly cute. Look at all the nice texturing...

Interplanetary warfare never looked so good. But it takes serious skills.

fastidious about the accuracy of details in the shows, *Invasion* features a gameplay area that includes references to planets from *The Next Generation*.

"We had to mark out the area like the quadrants in the *Star Trek* universe, with star systems and major planets marked on it," explains Haydn. "There are certain areas that aren't fully explored in the series, so there was a lot of room we could do what we wanted with. But we've also used a lot of references to things that do exist in *Star Trek*, which we think really authenticates it."

Another method they used for authentication was getting the script checked by Jim Swallow, who writes for *Star Trek* magazines and is a bona fide expert.

"I gave him the script that we had and he Trekified the lot," says Haydn. "So now it sounds really authentic. We also managed to get hold of two of the most popular characters in *The Next Generation*, Worf [Michael Dorn] and Picard [Patrick Stewart], to perform the voiceovers. Worf was dead keen to do it actually; I asked about getting him one afternoon and by the evening he'd said yes. Picard was a little more tricky."

So, just over a year since development started, *Star*

Trek: Invasion! is nearing completion. There are 35 levels, including 10 secret missions and five multiplayer levels. As Han and Haydn talk about the *Star Trek* world, it's obvious the entire team have worked extremely hard to make sure the game's as authentic and immersive as possible. But how does it play? Having watched Haydn hurl his Defiant round the outer reaches of the galaxy, it was time for PSM to step up.

As it happens, throwing your ship round in three dimensions faster than the speed of light turns out to be quite tricky. Yes, it's manoeuvrable, but getting a lock-on was a bit difficult and actually getting a shot off accurately was harder than you'd expect, until you get used to the controls. But such problems are inherent in space shooters like this (remember *Omega Boost*?). Haydn concurs, "People said it was too hard and what we've done is expand the training area so that by the time you get into the missions you're fully familiar with flying the ship. But there's also combination moves like double taps for speed spurts and hard right and left barrel rolls to make sure there was plenty of depth for the advanced player."

PSM crashes the ship into another damned asteroid as Han continues to enthuse, "Because of the control system we've got on the ship, you can stop on a dime, spin it round, strafe, there's a low velocity warp to get you out of tricky situations and a reverse warp. We've also got a tractor beam where you can pick up objects, so you could grab mine while you're cloaked, put them next to a shield and set off a chain reaction by blowing one of them up."

Sounds great. PSM barrel rolls past an enemy ship straight into an oncoming photon torpedo. Hmmm, might take a while to get to ace wingman level, but get there we will... PSM beaming up.



1969 Last episode of *Star Trek* shown.

1978 *Star Trek: The Animated Series* airs in the US.

1978 Original *Star Trek* cast reunited at Paramount lot. Shatner and wig, Nimoy and ears, DeForest Kelly and sardonically raised eyebrow...

1982 *Star Trek II: The Wrath Of Khan* premieres. Not much better than the first.

1986 Space shuttle Challenger explodes.

1987 *Star Trek: The Next Generation* premieres.

1992 Gene's ashes punted up into space and released. To great critical acclaim.

1995 *Star Trek: Voyager* premieres. Pilot: Federation ship stuck in a different dimension struggles to get home. Will they make it? Probably not, but let's see how long they can spin out the series with such a flimsy premise.

1998 Last episode of *Star Trek: Deep Space Nine*. Sisko returns to his small college, where he teaches acting. No, really.

2000 *Voyager* set to end, but further *Trek* spin-offs mooted including the 90210-esque *Starfleet Academy* and *Star Trek: Enterprise*.

1968 First manned orbital flight around moon. No aliens spotted.

1976 First reusable space shuttle developed. Named the Enterprise by NASA.

1979 *Star Trek: The Motion Picture* premieres. Incomprehensible to most.

1984 *Star Trek III: Search For Spock* premieres. Now we're getting somewhere. Cheers big ears!

1991 Gene Roddenberry shuffles off this mortal coil.

1998 *Star Trek: Voyager* 100 episodes young. Boo!

1996 *Star Trek: Deep Space Nine* 100 episodes old. Hooray!

1993 *Star Trek: Deep Space Nine* premieres. Political, social, economic and full of twists and turns, it's undoubtedly the best *Star Trek* series since, umm, *The Next Generation*.

LOSE YOURSELF

VAGRANT

FROM THE
CREATORS OF
FINAL FANTASY

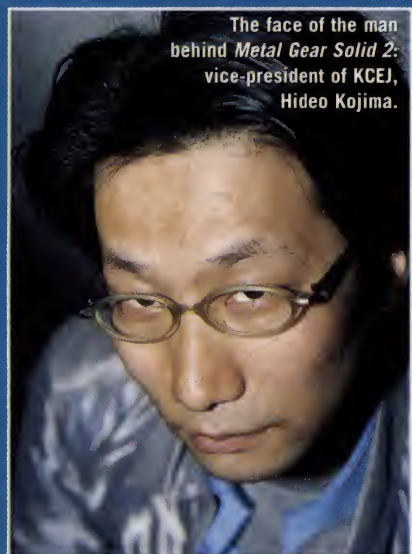
FF

STORY™



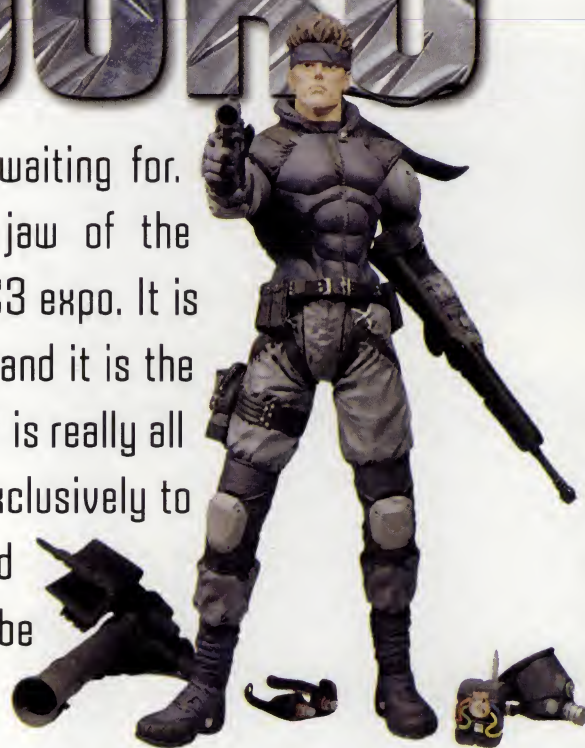
SQUARESOFT®

METAL GURU



The face of the man behind *Metal Gear Solid 2*: vice-president of KCEJ, Hideo Kojima.

It is the game the world has been waiting for. It is the game that dropped the jaw of the videogaming industry at this May's E3 expo. It is *Metal Gear Solid 2: Sons Of Liberty* and it is the first game to show what PlayStation2 is really all about. *PSM* travelled to LA to talk exclusively to *Metal Gear* creator, Hideo Kojima, and get the lowdown on what could just be the future of videogames



It's 11.59am on Thursday, May 11, and the gentleman to our immediate left looks nervous. All around him, a crowd is swelling and is equally anxious for the show to get started. The reason? They're here to see a nine-minute show-reel of a videogame. Nothing out of the ordinary considering this is E3, the world's biggest gaming expo, but then this is no ordinary videogame. This is *Metal Gear Solid 2: Sons Of Liberty* and the huddled masses are gagging to see just what a certain Mr Solid Snake will look like on PlayStation2.

Nine minutes later and the gentleman to our immediate left looks relieved. People are shaking his hand, shaking their heads at what they've just witnessed and smiling smiles that reveal that they've just seen a game that could change the way the world perceives videogames. Our gentleman friend smiles, soaks in the plaudits and deftly weaves his way back to the VIP area of the Konami stand. It must be a relief – yesterday, Hideo Kojima didn't think anyone would like it...

Rewind 19 hours and *PSM* has just attended the world premiere of *Metal Gear Solid 2: Sons Of Liberty*. Shown to a select press audience, the nine minutes of in-game footage (minus a few seconds – see 'The Premiere' on page 45) is without question potentially the best PS2 game in development. Set on a tanker buffeted by raging storms, it features Solid Snake, a whole infantry of troops, a new female character, *Matrix*-style camera effects, a certain 'brother', scant snippets of plot, full-on action, plenty of humour, buckets of atmosphere and, yes, a bloody great robot by the name of Metal Gear Ray.

We could go on forever – and indeed we do in 'So What's It All About?' on page 44 which you should read NOW – but it's time to talk to the man himself. *PSM* chatted to Kojima-san briefly on Thursday morning and again at the end of the day, this time accompanied by *Metal Gear* character and mechanical designer Yoji Shinkawa. While there was much Kojima would not be drawn on in terms of plot and character, what we did get was a glimpse of the future of videogames. Read on...

Official PlayStation Magazine: Why New York?

Hideo Kojima: [Laughs] It might not be the capital but it is the centre of the United States. Not only the US, but it's also the cultural, economic capital of the world. If we had to pick a place for Snake to visit, it had to be New York.

PSM: Was this because of a personal interest in American culture and films?

HK: US music, film and books are all aspects that I have to my personality. As for *Metal Gear*, I guess the influence is a little stronger.

PSM: On to the game. What would you say are the main differences between *Metal Gear Solid 1* and 2?

HK: The one main difference is the number of enemies you can have and their AI – they're so much smarter than the soldiers in the previous game. With more enemies that are smarter surrounding you in *Metal Gear Solid 2*, the thrill level will be so much higher.

PSM: *Metal Gear* has always been a mix of action and subtlety.

HK: Yes. What I want to do in *Metal Gear 2* is make

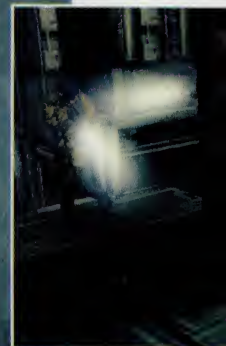
the players 'feel' the air – the space between characters, the air, the atmosphere, the temperature, the moisture, all of that. That's really hard to do with computer graphics – everything is so clear and it's really hard to express something that's not there. What I want to do is use a lot of effects like blurs so people can see the distance, the air... The stuff you don't see in games. We're using a lot of the calculating powers of PlayStation2's Emotion Engine to create this.

PSM: Emotion seems to be the key word – the emotion before revolved around the notion of stealth. It's something a lot of other PlayStation games have tried since.

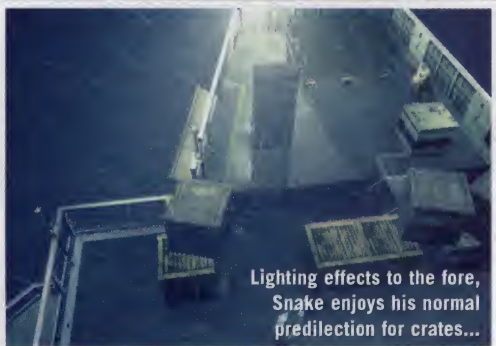
HK: Stealth in other games is not really the way I do it. What I see in other games is stealth where characters hide to kill enemies. What I try to do in my game is for the main character to hide and just get by. To sneak around but not really fight the enemies.

PSM: One thing that became apparent from yesterday's premiere was that the show-reel was very like an actual movie trailer. With the power of

All in a day's work.
Guards, dead bodies
and shooting soldiers...



The man, the myth,
the stubble... Solid
Snake returns for
PlayStation2 and is
looking, well, mean...



Lighting effects to the fore,
Snake enjoys his normal
predilection for crates...

SO WHAT'S IT ALL ABOUT?

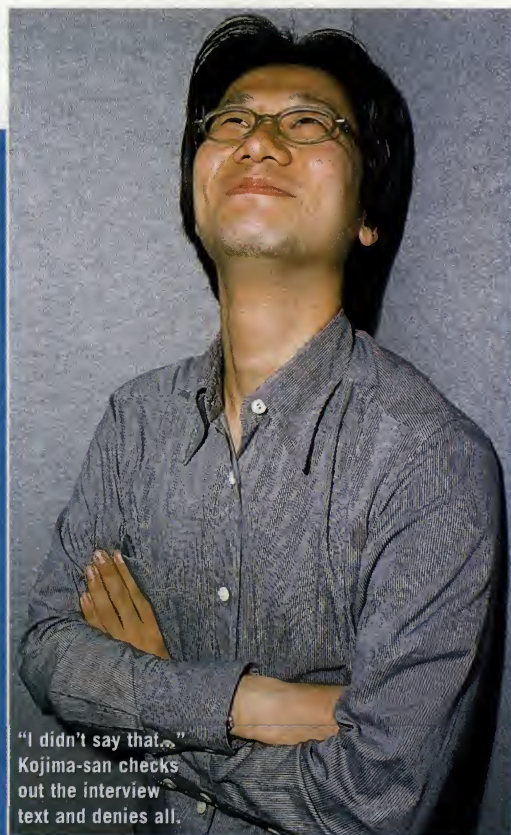
Damned if we know, but here are a few glimpses and guesses at the plot...

With the game only 10 per cent complete, Kojima-san isn't spilling the beans on just what *Metal Gear Solid 2* is about. From our interview, we do know it's a few years after the last game and from the title, we also know the new villains are called the Sons Of Liberty. PSM hazards a guess that these are US-based super-patriots (one of the helicopters from the movie did have a Red Star on it...), who have enlisted Revolver Ocelot and maybe Liquid Snake to steal the data on the Metal Gear Rex experiment from the previous game's Shadow Moses incident. From this comes Metal Gear Ray and maybe a whole batch of Metal Gears, controlled by the Sons Of Liberty to attack and destroy, Godzilla-style, that bastion of corrupt American capitalism – New York City. Enter Snake, enter a huge showdown with Metal Gear Ray on the Statue Of Liberty (hey, we're just guessing here) and plenty of scrapping with the new female character – a Daughter Of Liberty perhaps?



Elsewhere, Kojima-san has said that the game questions the "effects of the digitisation of society". In the game brochure, he goes on to say that "life makes the species evolve by mixing genes and passing on genetic information to future generations. Then how do things that are not part of the genetic information – one's thoughts and spirits, cultures and history – get passed on? Why do the laws of nature not touch upon the inheritance of such things? What are we to pass on by means of (digital) recording methods unique to humans – speech, writing, music, visual images, etc? Moreover, are we obliged to pass on such things? The conceptual theme of *MGS2* is about leaving (passing on) the soul (memories) and way of life to future generations."

So what does all that mean? Your guess is as good as ours, but if Kojima's agenda concentrates on genetics, DNA, memories, digital data and the whole notion of truth and lies, expect a certain brother (or two) to figure heavily...



"I didn't say that..." Kojima-san checks out the interview text and denies all.

PlayStation2 allowing you to almost make a movie, does this make the idea of a film of *Metal Gear* redundant?

HH: The *Metal Gear* I want to create has to be a game because *Metal Gear* for me is where a player can move the character around and do stuff on your own – interactivity is key. That's what I want. If a Hollywood director wants to direct a *Metal Gear* movie, that's fine with me, but I'm not interested at all. To me, *Metal Gear* is a game.

PSM: You used a lot of humour in the show-reel.

HH: [Laughs] Yes, there will be a lot of funny stuff in the game. I'm from the western part of Japan – the Kansai area. Kansai is famous in Japan for pumping out a lot of comedians. It's in my blood; I have to do this funny stuff. Even ladies on the street are comedians. Why? I don't know – maybe they're less reserved and like to joke around.

The time is 11.59am and Kojima-san has a date with the front of the Konami stand. We join him to watch the movie a second time and then rejoin him at 5pm. Somehow, he still looks spritely and no doubt relieved that the day had both gone well and is nearly over.

PSM: Since we saw you a few hours ago, the show-reel has played six times. What was the reaction like?



HH: Well, they seemed to like it! Am I a happy man? Yes!

PSM: What plans do you have for the sound?

HH: There's one thing that we couldn't do before that we will be able to do in this new game. There is this one track that will be playing during the game and it will change as you play. I'm not saying it will change into a different track, but the track itself will change depending on how you play. For example, you'll only get the percussion when Solid Snake is in a bad situation. It's as if there's a full orchestra right next to the player. So every time Snake is facing different enemies or in a tricky situation, or there is one enemy with a big weapon or whatever, that same tune will be played in a different way.

PSM: Another major change is the introduction of a first-person mode. This was included for *MGS: Integral* (the *Metal Gear* add-on disc) but removed when it was released in Europe as *Special Missions*. What do you plan to do with this?

HH: First, you cannot move around in first-person mode – you can only move around in third-person mode. However, you can shoot in first-person mode. The advantage here is that you can move your sight

around anywhere – you can shoot in the head, the arm, the hip, the foot. You can't do that in the third-person mode. In the third-person mode, every time you shoot someone, you shoot them in the stomach. By being able to aim at different places in first-person mode, you could aim at the cup on the table or stuff like that. You could aim at a pipe in a certain spot so you could have steam shoot out in a certain direction.

PSM: In the show-reel, Snake shot directly at a pipe and seemed to do this to blind his enemies before taking them out.

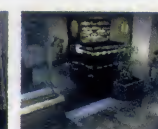
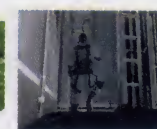
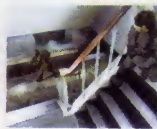
HH: Well, you could actually finish the game without using this first-person mode at all. But if you want to play strategically – shoot the guy's radio before he makes a radio call to get more enemies over – you can do that. In the video, one of the enemies shot the light when wearing his infra-red goggles. This is a definite strategy and something that Snake can do as well. If Snake happened to have his goggles and the enemy didn't, he could do that. That's something you cannot do in the third-person because you could not aim at the light.

PSM: Shooting backgrounds indicates an interactive

One of the new weapons is the tranquilliser – used carefully you can finish the game without killing anyone.



METAL GURU



A game having near-to-cinematic visuals, but with total interactivity – that game could be better than a movie. That's what I'm trying for"

world – a world that you hand over to the player and let them make their own minds up how they want to play their way through it.

HH: Exactly. The most fun part of a game is having the freedom to do the things you want to do. So, yes.

PSM: But does that change the nature of being a game director. Are you now simply creating worlds and not storylines?

HH: Not really. Yes, I provide the setting, but I also provide a storyline that the player has to follow. What the player can decide is how fast he or she wants to go through the game. I still come up with the storyline and make the player go this way or that way. I'll still be the director.

PSM: How important is PlayStation2 in creating this new breed of interactive, cinematic games?

HH: It's not really the capabilities of the machine. What's really great about PlayStation2 is that it plays DVD movies. It will draw in a whole new crowd of people who want to play movies on the machine – old movies as well – but who want to play a game as well. At the moment, there aren't games out there that fit them. My games are cinema-oriented and will probably fulfil the gaming needs of these movie lovers. I think this new audience will want this type of cinematic game and then other companies will probably start creating games with that kind of flavour. That way, the games industry will move to the next level.

PSM: You're describing yourself there.

HH: That's what I want to do. I know that we can't beat movies graphics-wise with game visuals – movies will always be better – but I'm not striving for that. What I'm

doing is creating games. While they can be cinematic, the great thing about a game is that you can play it – it's interactive. If you look at it as a total package, a game having near-to-cinematic visuals, but with total interactivity – that game could be better than a movie. That's what I'm trying for.

PSM: "Better than a movie." Is that where online potential comes in?

HH: [Laughs] It's a possibility.

PSM: Let's talk about the plot of *Metal Gear 2* (see 'So What's It All About?' on page 44). The press brochure claims that the game "sounds the alarm for the digital society" and is concerned about "passing on memories and [a] way of life to future generations". Could you expand on that?

HH: [Laughs] It gets involved with the story so we cannot say much. The warning involves the fact that the player is playing a videogame and the videogame is a digital thing. You play in this virtual, digital world – and that's part of the warning as well.

PSM: Previously, *Metal Gear* broke the fourth wall when you had to input a code from the back of the box.

HH: It all comes together.

PSM: If you can't talk about specifics, can you tell us if these themes are important to you – passing on memories and "the escape from the restraints [DNA]" (the theme of the original *Metal Gear Solid*)?

HH: I personally think it is important to pass on memories. Going back to the game, the warning is that the way we leave a lot of ideas to the next generation is so digital now. We leave music on CDs, movies on DVDs... It's just memory space on a computer, so all the passing is done digitally. I guess one of the questions linking to that theme is that do we really have to pass on these things to the next generation? My personal feeling is that we should.

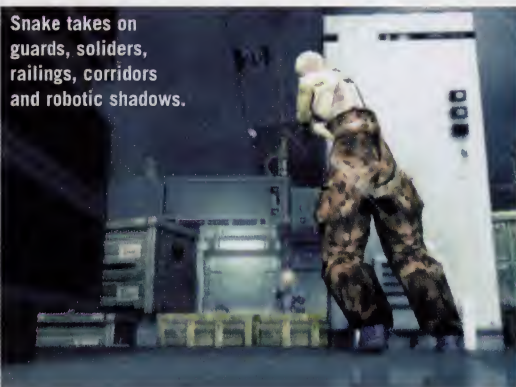
PSM: You seem to be applying this same level of detail to the in-game physics – and that includes the background as much as the main character.

HH: Instead of using the machine's power to draw every single hair or your hair pores or wrinkles, what I'm trying to do is create a very realistic world with all the laws of physics applying to everything around you. You can interfere

A younger looking Solid Snake from his *Metal Gear Solid* 1 days...



Sneak takes on guards, soliders, railings, corridors and robotic shadows.



THE PREMIERE

PSM's trip to see the world premiere of Metal Gear 2 and a full run-down of that movie, frame-by-frame...

PSM was lucky enough to see the movie of *Metal Gear 2* the day before E3 began at Universal Studios. Here's a full run-down of the nine-minute movie, second-by-second. Remember, only the first five seconds of snow at the very beginning is computer generated – the rest is edited in-game footage...

00.00 "The following PREVIEW has been approved for ALL AUDIENCES by the Gaming Association of HONOLULU."

00.18 Snow flurries across a stormy night sky. Nice.

00.23 "This is Snake. Octacon, can you hear me?" "Yeah, it's me. Snake, I hear you," replies Octacon (Hal Emmerich).

00.30 "I made you wait, didn't I?", says Snake. A tanker looms into view. "I'm now at the sneak point." Wind billows. "After Shadow Moses, technological information on Metal Gear was sold on the black market, right?" This is getting interesting.

00.43 Snake hits the deck of the weather-buffed tanker, lightning sparking off him like Arnie in the original *Terminator*. He looks rock. "And then Metal Gear epigones spread worldwide." (Epigone means successor or descendant) Octacon continues, "Metal Gear's no longer a special weapon. The new model was designed to fight them. We've obtained information that the new Metal Gear was being transported secretly." Snake rears up, rain lashing against his face and his stealth suit soaked to the skin. "I should have felt doubtful in the first place..."

01.08 The music reaches a crescendo as the storm lashes against the tanker. A voice booms. "Shalashaska has descended." A helicopter arrives, rammed with camouflaged and be-poggled soldiers. "I'm going into the hold now... How are you doing?" "We've taken over all of the upper compartments," replies what sounds like Mei Ling on the Commlink. "Are they taking it over?" Adds Octacon. Soldiers move photo-realistically through the rain, point sniper rifles menacingly and slit throats. "They're after the controls."

01.19 "Once we get it, we're sinking the tanker." Soldiers are teeming through the ship now, rifles pointing expertly into every nook and cranny. "Who's controlling it?"

01.25 "Only he has gone through VR training. It's gotta be him." But if it's Snake speaking, who could he be talking about?

01.28 "What are they planning to do? We're screwed if Metal Gear falls into their hands." Ah, those soldiers will be the Sons Of Liberty, perhaps?

01.34 "You promised to leave the unit after this operation," says Snake. More soldiers descend from choppers, ropes flailing realistically in the storm. "I won't," replies Mei Ling. "The unit is my family. I have nowhere else to go."

01.37 "This is a country of liberty." Not with all these soldiers on board it isn't. As lightning strikes the ship and reindrops hit the camera lens, Snake gets to his feet, his steps giving off beautiful splashes.

01.52 Snake starts peeking around corners, body displaying perfect anatomy in real-time. Before heading round to meet his enemy, Snake's jaw drops as he steadies himself. And then he starts crawling, rain soaking him and drops bouncing off, like a scene from a film...

02.04 Snake splashes up the stairs, as lightning flashes throw shadows all over the place. Hell, this is a movie trailer.

02.18 Flashlights are used by the guards to hunt out Snake.

02.25 And hello Sniper mode. A quick snap back into a third-person view and the balacava-clad bad guy gets a tranquilliser dart in the skull.

02.38 Where's Snake? Hanging from the gantry and sliding along to avoid detection. A skip over the rails and it's away.

02.55 More cinematic camera angles and film noir shadows, as Snake heads upstairs. He sneaks along the corridors and a shadow moves due to immaculate light sourcing. Here comes a guard, but Snake catches his shadow before he comes into view. Exit guard.

03.14 And hello Snake. He stumbles across a guard who immediately raises his hands and gives up, shaking in his boots. Does he get mercy? ▶

CURRICULUM VITAE

Who is this Kojima bloke anyhow?

1963: Born on 24 August in Stagaya, Tokyo.

1966: Moves to Kobe at the age of three where he spends the rest of his youth. While at school starts shooting 8mm films and writing stories.

1986: Aged 23, Kojima joins Konami as a game planner.

1987: Plans, scripts and directs *Metal Gear* for the MSX. Gamers are impressed with the innovative concept, dramatic script, effects and detailed world setting, all of which was then totally new in an action game.

1988: Plans, scripts and directs *Snatcher*, a *Blade Runner* meets *Monkey Island*-ish graphic adventure for the PC Engine, MSX and MegaCD.

1990: Plans, scripts, directs and does the graphics for *Metal Gear 2: Solid Snake*, again for the MSX.

1994: Plans, scripts and directs *Policenauts*, a mech-styled *Snatcher* sequel for the PC Engine, MegaCD and PlayStation (Japan only).

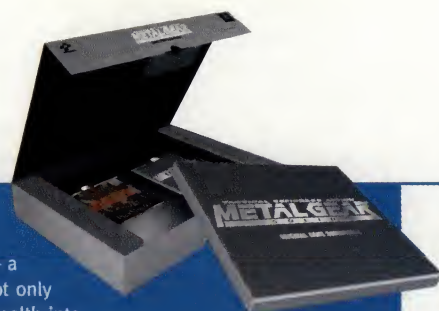
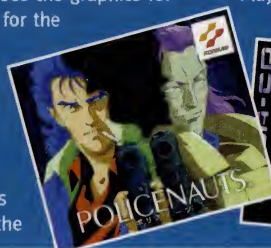
1998: The milestone. Plans, scripts and directs *Metal Gear Solid* for the

PlayStation – a game that not only introduces stealth into the videogaming lexicon, but goes on to sell over 5.5 million copies worldwide (March 2000). And get a 10/10 from *PSM*. Ahem.

1999: Made vice-president of KCEJ. Now oversees all KCEJ games, including PlayStation versions of *BeatMania*, *DrumMania* and *Guitar Freaks*.

1999: Plans, scripts, directs, edits and does the graphics for *Metal Gear Solid: Integral*, the add-on missions disc released as *Special Missions* in the UK. The opening intro was made by Kojima using PlayStation2.

2000: Produces and plans *Metal Gear: Babel* for the Game Boy, but has far greater tricks up his sleeve – he's already been working on both *Metal Gear Solid 2* and new title *Z.O.E.* for more than a year. Roll on 2001...



with all this stuff. It's a 3D world where you can 'feel' the air, the temperature, the moisture – all of that.

PSM: Which must make the traditional joystick-lead control method a touch limiting. SCEA's vice-president of third-party research and development, Phil Harrison, says that Sony's labs are working on voice recognition...

HH: I would like to incorporate voice recognition in one of my games. It could suit *Metal Gear*. Maybe simply calling Codec on the Commlink...

PSM: In the meantime, you have the Dual Shock2 to work with, with its analog-sensitive buttons. Will you use these in *Metal 2*?

HH: Yes, I'll use each button since it works that way. For example, if you push the button slowly, you can point the gun slowly. If you go fast, you will point it quickly. If you point (the analog stick) up quickly, you can crawl quickly – but if you crawl quickly, you will make noise and then the enemies will hear you. You can peek your head out from behind walls slowly or when you have your finger on the trigger button, you've got to let go slowly or else you could accidentally shoot.

PSM: You'll be able to shoot more than the traditional weapons. Yesterday you said you were introducing tranquilliser darts and that it was even possible to finish the game without killing anyone.

HH: That's all I'm revealing for now. Obviously, I'll have new weapons. Some of them already exist in the real world and some of them are imaginary

weapons based on the high technology that you can see and my own imagination.

PSM: The tranquilliser darts... If you use them in first-person mode, you can time how quickly your assailant passes out. If you shoot him in the leg, he'll stagger for a while but...

HH: That's how it works. If you shoot him in the heart, he'll drop instantly.

PSM: A question for Mr Shinkawa (*MGS2*'s character and mechanical designer). The new *Metal Gear Solid* is very organic, very insectoid in design...

HH: In the first *Metal Gear*, I wanted Metal Gear Rex to be more of a dinosaur, but with the limitations of the machine we couldn't have too many polygons. It had to be edgy and square-y. Even the motion had to be very robotic. With PlayStation2, I was able to increase the polygons and get the curves to make it look like a monster – not a dinosaur, but a real monster. I guess that's an evolution – a dinosaur to a monster.

PSM: It must have been a challenge designing Snake on PlayStation2.

HH: Basically, I'm following the same line as in the first one. In *Metal Gear 1*, the polygons used for the models meant that characters didn't have to have

eyes or ears or a nose or mouth. But in *Metal Gear 2* – and given the capabilities of the machine with polygons – you're going to see the eyes, the nose, everything.

PSM: Just how much detail are you planning?

HH: He'll have a surprised face etc. When he's in trouble, he'll be like "Oh my God!"

PSM: The artwork shows the character's changed.

HH: It's a few years after the first one. He's got a beard, he's a little scruffy... The not-too-Solid Snake!

PSM: Back to Mr Kojima – how will this increased attention to visual detail affect the way you actually play the game?

HH: When Snake looks out and sees an enemy right in front of him, he'll look surprised. Now Snake's face might be a little small on the screen so you might not notice it at first, but you'll keep on seeing it over and over so you'll notice it subliminally. You can tell that his face is changing – do a close-up and you'll see – but it doesn't work as a parameter or give any necessary information.

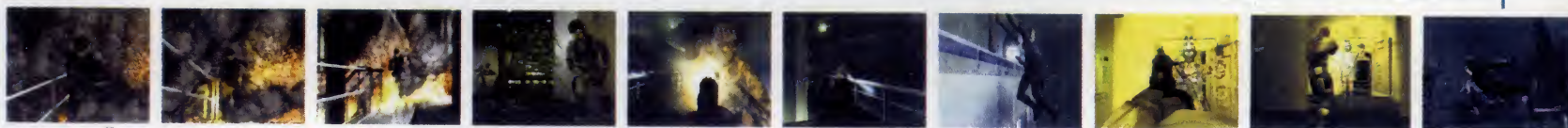
PSM: But at the very least, you'll get to know the character better.

HH: There definitely is that. In the game, you'll be surprised, then you'll see Snake surprised which will

Take a look at 'The Premiere' on page 47 and tie up the screenshots to the scene.



METAL GURU



I don't want to go into Snake too much... He is everyone's player so he's got to be neutral. You've got to be able to dive into Solid Snake and be him...

make you even more surprised... It's just like in a horror movie when you see a girl going "Aaaah!" and you're going "Aaaah!", too.

PSM: But now you can empathise with his pain, look to his expressions for motivation. Is this the future for PS2 games in general and the *Metal Gear* series? It's not just a man shooting now – it's a man you want to know and understand just why he's shooting.

HK: That's why it's not a *Doom* kind of game where you just keep on moving in first-person mode because you'd never see Snake's face.

PSM: Does this then mean if you carry on with Snake, you'll explore his character further?

HK: I don't want to go into Snake too much because he is everyone. He is everyone's player so he's got to be neutral. We'll do that with the other characters – you've got this guy who had his father killed, this girl who was brought up by foster parents – but Solid Snake is you. You can't give too

much to him. You've got to be able to dive into Solid Snake and be him.

PSM: Can we clear something up for our readers – did you meet with *The Matrix's* Larry and Andy Wachowski and is there a *Matrix* game or *Metal Gear* film on the way?

HK: We just met. We didn't discuss a Kojima *Matrix* game or anything. We just said "Hi" and indulged in otaku talk! [Laughs] They don't speak Japanese and I don't speak much English so we didn't exchange proper nouns or anything.

PSM: Okay – but who would you like to direct a *Metal Gear* movie?

HK: The Wachowski brothers, Alex Proyas who did *The Crow* maybe Stephen Norrington who directed *Blade*.

PSM: One final question – what are you happiest with in the nine minutes you've shown today?

HK: The sneeze! Oh, and changing your question slightly, the fact that it is really fun to play. It's just too bad that we can't show that to everyone here because it's not a playable game. It's a game, not a movie, and when I play *Metal Gear Solid 2*, it's fun to play.

So where does all this leave us? With a game that will include humour as much it does stealth, has a new setting in New York, sees the return of Liquid Snake, boasts monstrous Metal Gears who look like insects and will rampage through Manhattan Godzilla-style, boasts the subtlety of analog control, has new weaponry and moves, and at the heart of it all, is created by a man who seems intent on pushing the Emotion Engine to its very limits. This man wants to show us air...

And lots of questions. Who are the Sons Of Liberty? What is all this malarky with digital data? What's happened to Meryl? Can anyone really trust Revolver Ocelot and what has Liquid Snake got up his sleeve? These questions will, hopefully, be answered when Kojima-san shows *Metal Gear Solid 2* off again at September's Tokyo Game Show, before scurrying off again and prepping the game for its projected Spring 2001 release. Until then, gawp at the screenshots, theorise from the quotes, breathe in the potential and, just as *PSM* did, sit down and wait for the future of videogames to arrive. We'll be the ones at the front of the queue.

THE PREMIERE CONT...

► No, he gets a jab and a spinning drop-kick, that's what.

03.22 Now inside an on-board lab, Snake has to sneak by. A throw of an empty shell, the distraction of a guard and then a swift jump and forward roll. It looks amazing. The guard is left dazed and confused.

03.50 Snake finds a dead guy in a locker. He puts him back and then hides in the adjacent locker. The guards are looking for him – he's spotted and an exclamation mark and alert sound make their first appearance.

04.20 "Who's that?" says a guard, who gets shot in the face after a flash of realisation. Who's the lone gunman? A pistol-twirling old man, bedecked in camouflage combats and long raincoat, and sporting a long grey ponytail. "Comrade, you're sinking with the Colonel..." he growls, before sloping off. Yes, it's Shalashaska – or the return of Revolver Ocelot!

04.42 "One day, *MGS* changed the world's games" hits the screen, white on black. A female character appears. She has a short grey crop and is wearing a vest and combat pants. She's also brandishing knives. Snake rises from behind some packing crates and takes aim. The woman throws her knife which, *Matrix*-style, leaves a heat haze in the air. Snake dodges it as his new enemy drops her second knife and draws a pistol.

05.01 "And now, the world changes *MGS*." Cut to frantic action, as Snake lets off rounds at the soldiers hunting him in the darkness with infra-red goggles. Cleverly, Snake aims in first-person mode at the pipes to their right, blinding them with steam before taking them out.

05.18 "Eat this!" Back on deck, our lady friend hurls a small bomb at Snake, as he crawls behind some crates. A tarpaulin is tossed in the wind and we cut to first and third-person warfare as Snake legs it away.

05.43 Snake fires at the soldiers' bulletproof Playgigles shields that buckle and shatter with the impact, but hold intact. Snake thinks, switches to first-person and takes out the soldiers by shooting them in the knees. The same strategic thought continues as Snake takes out ceiling lights in first-person mode, pausing to indulge in a fantastic reload animation.

06.08 The tanker has a bar – it's time to shoot the bottles and bad guys.

07.30 Showdown time, as Snake rolls behind a glass window and takes on a group of six guards. With laser-sight targeting on his side, they lose. Bottles and boxes also take a hammering in a storeroom shootout. A box of fruit tumbles down on Snake before he takes out the assailants.

08.59 "MGS starts again!" reads the legend. Damn straight. Animated black and white artwork of Snake and his new female adversary appears as credits roll for Shinkeiwa-san, Harry Gregson-Williams and Kojima himself.

07.11 Back below deck, the ship/camera begins to shake violently as Snake legs it from a series of explosions.

07.14 Back outside now. Voices speak. "You're trying to take this?" shouts Snake. "Take? I'm having it returned," replies Revolver. In the background, a robotic limb slowly moves, vents rippling in the wind.

07.25 "What! You and Solidus are still...!" Cut back to Snake, still legging it, only pausing to let off rounds from a sub machine-gun. Spent shells pour on to the deck. The tanker blows and it's on to Manhattan...

07.47 As a DNA gene-matrix illustration fades away, the legend *Metal Gear Solid 2: Sons Of Liberty* hits the screen, followed by a blip-vert of a PlayStation2 logo. Crowd cheers – but there's more...

07.58 Christ, it's Metal Gear Ray! He's got a huge robotic tail, which he's swishing around and causing carnage. Ray's pincers open and let loose blasts of energy. He's scary – and Snake agrees. Rain still lashing down, Snake hides from Ray behind a crate and calls in: "Octacon, this is bad..."

08.25 The screen reads "Scheduled to be released 2001". But of more interest is the last dialogue: "It's been a long time... Brother." That voice? It's Liquid Snake! "Yes, it's me." WE WANT TO PLAY THIS GAME NOW!

08.30 Cut to Snake silently stepping down a ladder. He starts to crawl behind a platoon of soldiers, avoiding them successfully until... All the rain has given Snake a cold and he sneezes. As he wipes his nose, the entire platoon turn around, exclamation marks appear above every head and there is the biggest alert noise ever. Here be funny stuff. See also...

08.50 ...the bit after the credits. As a guard sleeps on the job, his mate comes and gives him what can only be described as a boot up the butt. He wakes, looks round for his now-disappeared comrade and as a sax solo wails plaintively, a question mark appears above his head. Our nine minutes are up. That. Was. Brilliant...



The shape of death is an insect... Meet Metal Gear Ray in all his glory.



PoliceStation

The fuzz are a bunch of spoilsports that aren't capable of having fun. Or are they? **Richie Young** escaped *PSM* Towers to bash buttons with the boys in blue and discovered that when they're not on the beat, they're just as partial to videogames as the rest of us. And they'd rather chips and cola to coffee and donuts...



Grand Theft Auto, *Driver*, *Time Crisis*, *Need For Speed* and *Tony Hawk's Skateboarding* all top the best-seller list. Why? Apart from being innovative for their time, there's no better feeling than outrunning and beating the cops! Only on PlayStation, of course...

If slamming a computer-controlled patrol car can get the adrenalin flowing, surely spinning the real deal off a high-speed bender has to be the epitome of gaming experiences? To find out, Youth Liaison Officer Nicole Perry, Constables Ruth Bailey, Joe "Barra" Baranowski and Chris Ryder, and Senior Constable Maree Singleton played host to *PSM's* antics...

For one day at Police Central (Darling Harbour, Sydney), the briefing room was transformed into PlayStation Central. It was an unlikely venue, but mix in a pair of grey boxes with some local kids and qualified law enforcers, and anything goes!

It's important that the differentiation can be made from a videogame and reality. These guys can, which is very reassuring. You didn't witness the way they handle cars and G-Cons...

DRIVER 1.14PM

Our homegrown crime culture isn't quite the same as it appears in *Driver*. For starters, we don't have as many thumpin' muscle cars.

With all that gangsta jive in the game, our local officers seemed like fish out of water sorting out Tanner's problems, and their back alley getaways left a lot to be desired.

That didn't stop them playing hard, though.

With eyes bulging, they laughed themselves silly whenever the 357

Chev-powered cop cars turned up.

Some of the officers chose a leisurely roll around the hills of San Francisco, but the majority went on a frantic rampage around New York. The coppers loved this take on the urban underworld, and we're glad that they don't hammer around our neighbourhoods in the same fashion.

There was also plenty of competitive spirit amongst the ranks. Friendly jibing and playful banter kept everybody on their toes. Constable Perry was a main offender and never, ever trust Constable Baranowski in a getaway! Or at least remember to 'click, clack front and back'.

"Come on, Joe! What's taking you so long, mate? Watch out! You nearly T-boned 'em then! It's a good thing that we actually look like we know what we're doing, hey Richie?" exclaimed Constable Perry.

"Err, um yeah..." I replied.

Meanwhile Senior Constable Singleton had her hands full and other things on her mind...

"Get out of my way! It's sooo sensitive... Ooh and it vibrates! Where's reverse? Wha! Shit! Aww no, my time's up - and I didn't commit enough felonies!"

Offensive driving? It sure as hell was!



It was a trip down memory lane to the days of training at Goulburn in New South Wales... PSM's collection of *Police Academy* movies went down a treat.

[L-R] Nicole Perry, Barra, Chris Ryder, Maree Singleton and Ruth Bailey (front) like what they see.





The Olympic shooting team have nothing to worry about... Constable Ryder fell in love with the G-Con's simplicity, but that didn't help his shaky scores!



TIME CRISIS 2.40PM

Time Crisis was the hands down winner of the day. Officers flocked from all corners of HQ to watch their colleagues sweat under a little gunfire...

With all that academy training under their belts, you'd have thought they'd easily achieve high scores. Constable Ryder took the trophy for the highest score – a dismal 44 per cent accuracy... He actually improved with practise, clocking in at just 41 per cent on his first attempt.

Ryder had it over everybody else, including Baranowski, who could only manage 28 per cent. Needless to say, we are happy to report that neither of

them has ever needed to discharge their issued glocks.

Again, Perry fired off a volley of creatively explicit taunts. Censored quotes follow (we're restricted to what we can publish, you know)...

Constable Perry: "You're crap, Joe! Ooh yeah – you got him between the legs. That's a champion effort that!"

But it was the arcade simplicity that got Constable Ryder hooked. Constable Ryder: "Yeah, *Time Crisis* is great. I don't need to do all of those fiddly, technical things that we need to do with our guns!"

After a lot of spent cartridges, everyone began itching for some highway patrol action. Maybe it's because these inner-city cops only get to zip around confined streets and don't get the luxury of opening up the valves on highways. Whatever the reason, a unanimous decision was made – it was time to chase down some Turbo 911s...



GRAND THEFT AUTO 2.03PM

Some of the officers were familiar with the world of PlayStation having their own at home. A few were even primed to claim some PSM scalps on *Tekken III*. Lucky for us, *Tekken* wasn't on the menu...

Grand Theft Auto was, though, and while it provided 'the enforcer' Baranowski with a solid half-hour of gaming, it wasn't the most popular choice amongst the ladies...

And who would have thought they'd go mental over the virtual police? Cheers of "There's the pigs! There's the pigs!" were instantaneous whenever tiny piglets rocked up...

Constable Baranowski even started developing a dangerous fetish for squashing pedestrians until Constable Ryder brandished his G-Con and whipped him back into line. Barra got the hint soon enough and promptly popped in the next game...

NEED FOR SPEED: HIGH STAKES 3.56PM

When you want to unleash the beast in a police officer, get them on an open road, pop them in the cockpit of a super-charged machine, and have a few lead-footed drivers swing by.

When the officers played Hot Pursuit mode, we were treated to the whole caboodle – back patting, raised eyebrows and a crap load of maniac driving manoeuvres. Even gender issues were broached...

Constable Ryder: "Now I think I've seen everything! Only boys can drive cars! Err, Maree, I really don't think that that's the handbrake. Don't worry about the brakes. Brakes are so overrated on these games... Forget about the brakes!"

All the while, Constable Baranowski used his new-found prowess and savvy to earn brownie points with the Chief...

Constable Baranowski: "You should've seen the last one, Boss... We got him good! Look at that! That's me, Boss! And look at those skid marks. Now they're ones to be proud of! And so you have it..."



"Hey Sarge, what's this button for?"



TONY HAWK'S SKATEBOARDING

4.17PM

How many times have you been rolling around a car park on your skate when the cops turned up to spoil the party? Judging by how animated they got when playing *Tony Hawk*, you do get the feeling that maybe, just maybe, cops are closet skateboarding fans...

No boards were confiscated here, and a few of the officers did confess to a love of playing videogames in their "downtime".

They didn't exactly flow around the courses, and their tricks didn't go much beyond the odd kick-flip, but they sure showed an uncanny knack for finding the intricacies of the Street and Mall courses...

So who was everybody's favourite character? You guessed it. The one and only Officer Dick.



For just one day the police turned a blind eye, so Kareem took the opportunity to bust it. Big time.

INTERROGATION

PSM chewed the fat with Youth Liaison Officer Perry about all things PlayStation. When Constable Perry isn't on the streets and helping out inner-city youth, she's organising wicked stuff like mess gaming sessions for some of Sydney's less fortunate. Her finger is on the pulse...

Official PlayStation Magazine: What are your thoughts on violence in videogames?

Constable Nicole Perry: As long as the players can appreciate that it is only a game then that's fine. Personally, I would prefer that the games were non-violent. In saying that, however, I have come to quite enjoy some of the shooting games!

PSM: How do you think police are portrayed in videogames?

NP: From the games that I played involving police, I think the portrayal was quite good. The impression the public has is that police chase baddies and in the games that's exactly what we did. I can't speak, however, for those games I didn't see.

PSM: Do you have a PlayStation?

NP: No, I do not own a PlayStation, but the game I enjoyed the most was *Driver*. The shooting one [*Time Crisis*] was quite good, too!

PSM: Do you think honing your shooting skills on *Time Crisis* could be good training for the police academy?

NP: Ha! I do not think that the shooting games would be good training as they do not give you a real sense of firing a gun, so they don't provide the accuracy and realism that our training [does].

PSM: What about sharpening driving skills playing *Need For Speed* or *Driver*?

NP: The same can be said for the driving games. While they are real in a sense, they are not real in providing real car movement and traffic conditions.

PSM: Have you ever been in a high-speed chase or had to discharge your weapon?

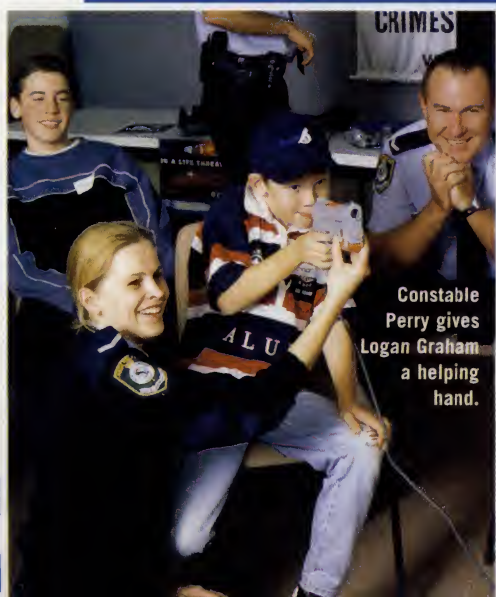
NP: No, I have never been in a high-speed chase or had to discharge my weapon in the execution of my duty. I have done both in training, though!

PSM: It's important that gamers can differentiate between real life and videogaming. What are your views?

NP: Yes! I could not agree more. A differentiation definitely needs to be made between real life and videogames. As I've said, there are people out there who will try to bring the game to the street.

CHEERS, OFFICERS!

A big hurrah to the friendly team at Sydney's City Central Local Area Command (and their efforts beyond the call of duty) and Youth Liaison Officer Perry for making this day possible.



Constable Perry gives Logan Graham a helping hand.

CENTRAL 9265 6499

PPERS
police.



Tired of his patrol car, Barra was keen to haul it on the virtual freeway...



Work hadn't been this much fun since the time someone forgot to lock the donut tin.



Behind Barra's cheeky grin is a steely nerve of concentration.

WHAT'S RUTHLESS AN OPPRESSOR OR IGNORANT



Imagine being tortured every single day for the rest of your short life.

Imagine waking up to a beating.

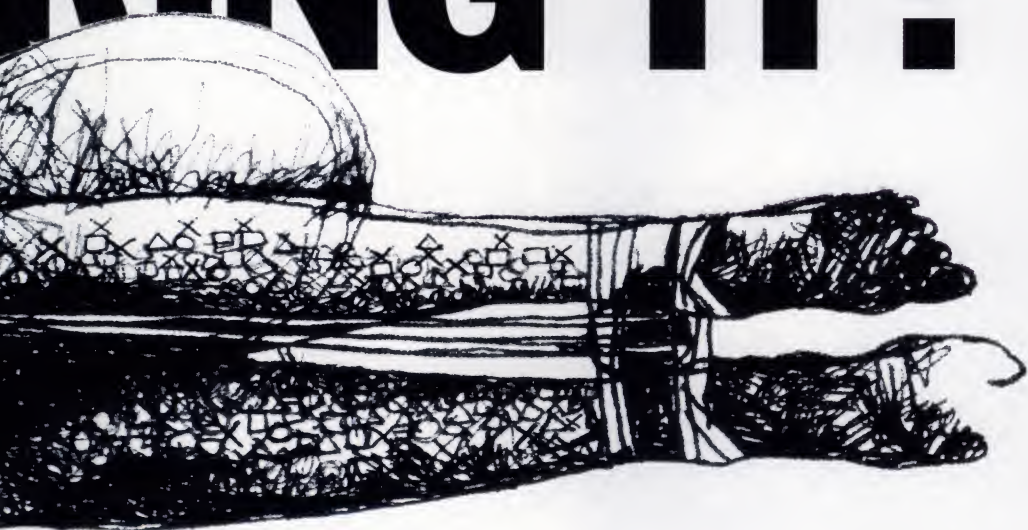
Imagine being starved of food and oxygen.

Imagine trying to sleep at night knowing that the rest of the world doesn't want to know you exist. Now try to imagine being John Cord.

FREE JOHN CORD

John Cord's been unlawfully imprisoned for over two months now. Intelligence suggests that he is being routinely tortured and is soon to be executed. However, international cries for his release continue to fall on deaf ears.

S MORE S, RUNNING SIVE REGIME RING IT?



Now that politicians have refused to play the game, it's up to you to fight for his release. You have the power to stop Nagarov's blatant violation of human rights. Only you can set John free. But not before you grab yourself a copy of PlayStation's 'In Cold Blood'. So, get on your backside now and save John Cord.

FREE JOHN CORD

☐ Yes! I want to end the suffering, after I've ordered a pizza.

IN COLD
BLOOD



www.freejohncord.com



[PRE PLAY]



As in the original game the grappling hook lets you get to places other trained assassins cannot reach, such as onto a roof or up a tree.



PSM OPINION



Superb stealthy action, plenty of ninja toys, and the 3D levels are big and bold.



A camera that goes AWOL, the controls are tricky, and it has a steep learning curve.



Tenchu 2 is not a game you can master in a few minutes. Stick with it, however, and you'll find yourself starting to think like a real ninja. Keep playing and soon you'll be diving behind the sofa and creeping along the wall just to make a cup of tea.

"...more open, outdoor levels and no sniper rifle ... makes remaining undetected far more difficult"

WATCH OUT FOR...

A Katana Piercing Your Solar Plexus
Sometimes stealth fails and you have to take on opponents blade to blade – this can be an extremely risky business, especially against a band of well-armed samurai. Holding an enemy off at just the right range and then launching into a combo of lightning slashes is the best way not to end up looking like pyjama-coated tagliatelle. Make sure you pack the ninja first aid kit.



Tenchu 2: Birth Of The Assassins

Admired for their fighting skills, feared for their cunning and mocked for their dress sense, they are assassins... In pyjamas. **Pete Wilton** brushes up on his sword skills.

Were it not for the number after its name you could be forgiven for thinking that *Tenchu 2* is another stowaway on *Metal Gear*'s stealth bandwagon. In fact, the original *Tenchu* was greasing that wagon's axles and camouflaging it with brushwood before anyone knew that stealth was going to become such a buzzword.

For those who didn't notice it creeping past the first time, *Tenchu* is all about those Japanese superspies, the ninjas, and more specifically the Azuma ninja clan. Rather than being the black-hearted villainous types beloved of Hollywood typecasters, these ninjas respect the environment, are kind to small children, and ram their sharp stubby swords through the bellies of bandits and thieves. Let's not dodge the issue, the Azuma are assassins, they do kill people, but it's only bad people that really have it coming. Besides, they do it so quietly it wouldn't disturb your next door neighbour's pooch.

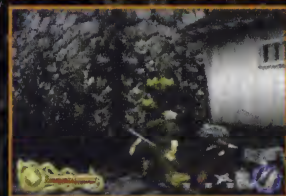
It's hard to see *Tenchu 2* revalling *Metal Gear*'s popularity because it's destined to be a much more subtle stealth experience. Where Solid Snake revels in gunplay, explosions and blaring klaxons, the *Tenchu* ninjas prefer a muffled cry and a stab in the shadows.

The combination of more open, outdoor levels and no sniper rifle to take out distant guards makes remaining undetected far more difficult. Much of your time will be spent skulking around pigsties, crawling along dry riverbeds and cowering behind boulders just trying to work out where the guards are stationed. Once you've sussed out who's where, however, the real fun begins as you formulate a scheme for knocking them off one by one. *Tenchu 2*'s trump card is almost certain to be its 3D levels. Is your quarry standing out in the open with no trees or walls to use for cover? Then it's up with the grappling hook onto a nearby roof, across to a tower and a short swing to a branch above the hooded fool's head. From here it's a simple matter of dropping down behind him and slitting his throat in an efficient, if rather gruesome, fashion. There are seven of

these death sequences to enjoy – and enjoy them you will, because without the element of surprise, your ninja is poorly equipped to take on the burly robbers and tooled-up samurai you come across.

As you might expect from a prequel, *Tenchu 2* is more of a development of the original (*PSM* 16, 7/10) than a radically new game. Playing as either Ayame or Rikimaru you can now swim, steal items and even drag bodies away. The stealth button still makes you crouch, roll and back along walls, but an array of 20 items, including a blow-pipe, exploding arrows and a handy reed to help you breathe underwater, give you even more ways to approach each mission.

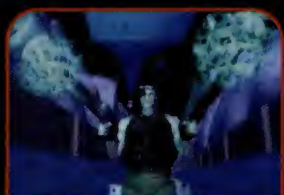
From what we've seen, *Tenchu 2*'s amazing depth and its fascinating creep-and-destroy action could make it a must buy. The one worry is that, at times, the camera angles are so stealthy that they don't show what's going on. Just when you've blown your cover by stepping on a twig and are about to get acquainted with the business end of a spear, the view tilts to show nothing but the top of your head. In an emergency the controls aren't much help, with no turn-and-face-attacker button. If these glitches can be sorted then *Tenchu 2* promises to win the Azuma ninja clan an army of new recruits.



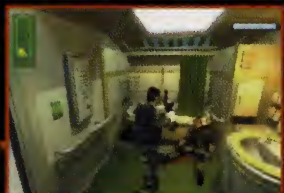
Using gunpowder was considered dishonourable by the samurai but that doesn't stop them from being blown up by it...



[PRE PLAY]



Chase The Express is a cross between *Metal Gear Solid* and *Resident Evil* featuring murder, mystery and suspense.



WATCH OUT FOR...

A Bit Of Fruity Gun-Play

Jack Morton, *Chase The Express*' all-American hero, is a far more nimble character than Leon, Jill or Chris Redfield ever were. He can crouch to avoid fire, roll sideways into cover and swiftly retreat when the going gets tough. This makes for quite tactical combat and we can see some fairly involved gunfights on the cards. We approve of this kind of behaviour.

Chase The Express

Shady Euro-terrorists have hijacked a train, and **Al Bickham** is the man to settle the score.

The first thing to note about the curiously named *Chase The Express* (no, not a camp *Trainspotting* sim) is that it resembles the *Resident Evil* games to the point it almost hurts. Developer Sugar and Rockets has taken the *Resi* approach and applied it to the most basic mechanics of the game, such as character movement and the way the camera works. Even the blood-spattered scenery has the smell of *Evil* about it.

"That's not a bad thing!" you may well cry. And you're right. The idea obviously runs along the lines of 'if it ain't broke...' and besides, the storyline is sufficiently different: Terrorists have hijacked a NATO train, along with the French Ambassador and his family, and it's up to you to save the day.

All right, so a train doesn't sound like a large enough environment for an adventure game. But this is no ordinary train – it was built to bus hundreds of refugees from warzones to safety. It's a huge and complex environment, with stacks of coded

doors, electrical locks and scenery to interact with, so there's no shortfall in the puzzle department.

As with many games of this ilk, combat is a very important part of the package. *Chase The Express* is also a bit more tactical than usual 3D blasters, giving you a large array of nimble skills, such as dodging, ducking and rolling. It doesn't always seem to work as well as we'd like in the tight confines of the train, but then we've not seen the whole game yet. There's also a targeting system that lets you know when the enemy's in your sights, removing any uncertainty when you're trying to get a shot off.

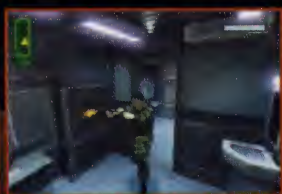
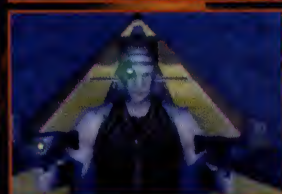
Chase The Express looks promising, but we do have a couple of gripes that we're hoping will be cleared up before release. For a start, despite the lack of zombies and other genetically foul creations, it looks and plays a little too much like *Resident Evil*. Also, the puzzles don't hold many surprises and the enemies are a bit predictable. Still, it's early days yet and we'll be keeping our beady eye on this one. More soon.



"It's a huge and complex environment ... so there's no shortfall in the puzzle department"



Make every shot count – the bad guys don't miss very often. Fortunately most leave an ammo clip or first-aid kit behind when they cop it...



PSM OPINION



Great panning camera angles, features *Resident Evil*-style play, and is laden with puzzles.



It looks a bit derivative, the dialogue is ludicrous, and there's not enough stealth.



After a bit of a play, it's clear that although the control interface and camera-work resembles *Resident Evil* games, there's something missing. But it's early days yet and there's still time for improvement.



[PRE PLAY]

"...you can grind every ledge, run into bins, land on top of objects, and bust off all the hips and transitions you can see"

PSM OPINION



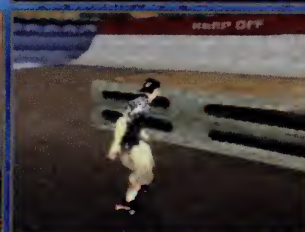
Everything here is solid, and a few minor improvements should make it an entertaining play. Plenty of lunatic stunts, a punkish soundtrack and great levels.



With less than responsive controls and less than fluid character movement, it plays like a shabby version of *Tony Hawk's Skateboarding*.



Unfortunately, this game is destined to be an unimpressive clone of *Tony Hawk's*. A head to head mode would have rocked and more aspects to differentiate it from Tony's game wouldn't have gone astray.



It may not have the Hawkster on board but *Grind Session* has enough potentially painful stunts to make you wince.



Grind Session

Grind Session is the latest addition to the growing breed of skateboarding games. Our resident sk8ing expert **Richie Young** busted loose to check out how it's stacking up.

Since *Tony Hawk's Skateboarding* was unleashed last year, skaters and gamers have flocked to it like flies. Not surprisingly, game publishers have sat up and taken notice, too. Activision's game broke new ground thanks largely to its game engine, physics and collision data, and it became the first skateboarding sim to be accepted as a true reflection of this extreme sport.

Tony Hawk's Skateboarding reignited interest in the popularity of skateboarding games, and in turn, developers wanting to make them. *Grind Session* is the latest skateboard offering, and inevitably, many comparisons to *Tony Hawk's Skateboarding* are going to be made. Sadly, though, the preview version we played looked and played like a weak clone.

The movement and physics of *Grind Session*'s skaters are comparably unimpressive, and being an integral part of the game engine itself, it's unlikely that much improvement will be made before it gets released. There's no doubt that the game has many strengths, but again, most of them are just a variation of the features that already appear in *Tony Hawk's Skateboarding* and prerequisites of the forthcoming *Tony Hawk's Pro Skater 2*.

If *Grind Session* was released a year ago, we would have been in unadulterated love. It features all the cool stuff – wicked pros, huge and excellent levels, heaps of real-life tricks, multiple combos, great graphics – and all the modes are great fun.

The pool of talent is the only aspect that rivals that of *Tony Hawk's Skateboarding*. Daewon Song, Willy Santos, John Cardiel, Ed Templeton and Cara-Beth Burnside are the star riders. Their likeness in the game is fairly accurate, and with strong performances, each rider is able to earn unique

you've got that down pat (not a hard feat if you're a *Tony Hawk's* fan), you have to earn 'respect' (shish!). Respect is measured in points and is a direct rip-off of earning videotapes in *Tony Hawk's* to advance. The variety of ways to earn respect includes knocking over a few bins or road signs, or scoring a set amount of points.

Grind Session also features a C.H.U.M.P. mode, which is exactly the same as H.O.R.S.E. mode in *Tony Hawk's*. It's a technical multiplayer mode where you have to outscore your opponent before you take home the unwanted mantle of being called 'chump'.

It's admirable that the Shaba Games development team made such an effort creating well-mapped and large levels. There's the famous Burnside level, Slam City and the excellent Bart Station, and just about everything about them is interactive. So you can grind every ledge, run into bins, land on top of objects, and bust off all the hips and transitions you can see. There are a few gameplay differences to the courses, though. *Grind Session* allows you to stop and take in the surroundings from where your character is standing, and ghostly 'technical lines' are mapped out indicating where hot spots for big points are. You don't have to follow these guides, but they provide extra time to earn 'respect' and thus, help you to advance. The extra seconds are also an incentive to get on a flowing run around the course.

Similar to the 'special' bar in *Tony Hawk's*, you can become 'possessed' in *Grind Session*; after landing a big trick or a long combo you glow, and when you are possessed, you're much less likely to stack or lose your balance on a big grind or trick.

The built-in competition levels of *Grind Session* allow up to six players in one competition, but the drawback here is



tricks. This is the coolest and biggest differentiation from *Tony Hawk's Skateboarding*, as it's a great incentive to advance as a skater and become 'complete' with your arsenal of tricks.

Overall, it's unlikely *Grind Session* is going to match *Tony Hawk's Skateboarding*'s features. Even the control system is based largely on *Tony Hawk's*; ✕ is a time-sensitive ollie, ■ is a flip trick, ● is a grab trick, ▲ is a grind trick, and the shoulder buttons act to turn the rider while airborne. Once

that they are all turn-based. Unfortunately, no two-player head-to-head mode is available, which will be a big disappointment for a lot of gamers. Who wants to skate alone?

Grind Session is packed with great characters, music and levels, but it's showing a lag in response and loose controls, and it certainly has some way to go before it earns the title of 'best skateboarding game ever'. It's gonna be cool man, but it sure ain't RAD-i-cal. So there you have it, chumps.

grind session



[PRE PLAY]

[Publisher: Sony Developer: Psygnosis Release date: September Origin: UK Style: 3D cartoon combat Players: Four]

Team Buddies

With buddies like these, who needs enemies? These inflatable little critters might look cute, but they have a mean streak a mile long. **Jason Hill** explains how to win buddies and influence people...

You'd think characters shaped like Kinder Surprise eggs frolicking in gorgeous cartoon worlds would be the stuff of a kid's game. Indeed, *Team Buddies* (formerly known as *Leggit*) was going to be squarely aimed at the younger set. Maybe that was before the developers watched one too many Tarantino films. Now the little critters swear and spend all their energy trying to blow the living daylight out of each other. They have more attitude than Hannibal Lecter doing lunch and they've got an arsenal of weapons that would put Rambo to shame. An MA15+ rating and considerable cult appeal is now all but guaranteed.

It might be obvious, but it's worth pointing out that *Team Buddies* is a team game – your team of mighty midgets goes up against either the computer-controlled teams or you can whack in a MultiTap and giggle along with up to three other friends. Your team can have up to four Buddies each causing havoc. The basic idea is to wipe out your opponents, but there can be other objectives like destroying enemy bases, stealing things from the enemy, riding a bike, cleaning up rubbish and capturing sheep!

The action takes place on an isometrically viewed 3D battlefield. The player builds up his team by collecting and stacking crates together and then kicking them open to reveal more Buddies, weapons and vehicles. He will then have a team that is tooled up to the eyeballs and ready to launch an explosive attack on hostile Buddies and enemy bases around the map.

The story goes that Buddie World was once peaceful and full of shiny happy people until a strange "moon" appeared in the sky. Soon strange blocks fell from the sky, and anyone who touched them gained knowledge of strange toys designed to hurt others. The crates came courtesy of the Baddies, who live on the moon, are bored and looking for new forms of entertainment. By sneaking Baddie technology like stacking pads and crates on to Buddie World, they manipulate the once-friendly Buddies into forming teams and battling each other, all so that the Baddies

have something interesting to watch on telly.

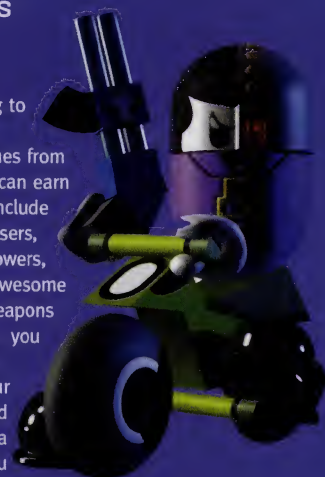
The fun in the game comes from the various items that you can earn by stacking crates. Toys include uzis, tanks, shotguns, lasers, rocket packs, flamethrowers, bomber planes and the awesome 'Armageddon Gun'. The weapons get more outrageous as you progress through the game.

You can have up to four buddies in your team and switch between them with a prod of the \blacktriangle button. You can also give them orders to build different items or attack the enemy base. There are seven different Buddie types, including the gung-ho commando Buddie, ninja Buddie armed with a sword, Medics, stealth Buddies, Cyborgs and even SuperBuddies with laser eyes.

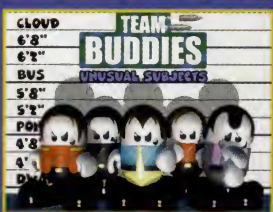
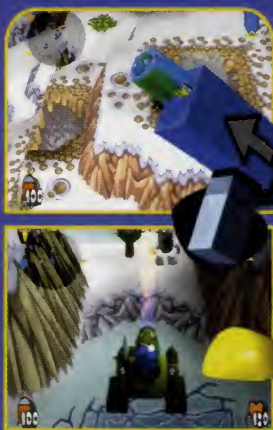
There are 32 levels in the one player story mode, and it's not just a matter of destroying enemy buddies; you'll also be rescuing pigs from certain sausagedom, retrieving top-secret weapons from enemy strongholds, and dealing with big-headed scientists. Buddie World consists of seven areas, including frozen wastelands with polar bears and manic penguins, jungles complete with crate-stealing monkeys, and treacherous mountain passes. The game seems a little simple at first, but there's plenty to keep you busy.

There are various multiplayer modes, from your basic deathmatch carnage to games of capture the pig. Up to four can play at once, and already this is shaping up to be one of the best PlayStation party games ever. It should appeal to people with a wicked sense of humour and is guaranteed to have friends cursing each other in between giggles. A great touch is that if your Buddies die before you have wiped out your mates, you can scare the smug bastards with a Ghost Buddie!

It's great to see original PlayStation titles are still coming thick and fast, especially games as fun as this. For fans of party games like *Worms* and *Hogs Of War*, *Team Buddies* should be an essential purchase. We'll find out next month for sure.



They may look like Kinder Surprise eggs, but don't be fooled – these guys are armed (ahem...) and dangerous.



PSM OPINION



Simple to pick up and play, with hilarious weapons and vehicles, and plenty of different maps and challenges.



Some players might find the "stack 'em up, smack 'em up" gameplay repetitive. The smart-arse Buddie comments might get tiresome (and you better not let your mother catch you playing with such liberal use of the "f" word).

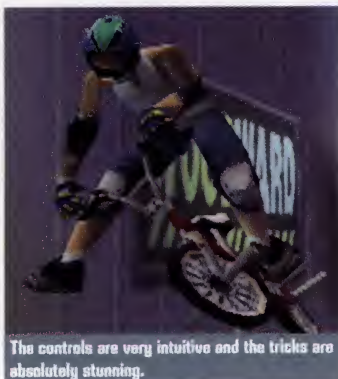


Sony has to be careful marketing this one, as the cute graphics belie a strategy combat game for mischievous grown-ups.



DAVE MIRRA FREESTYLE BMX

Publisher: Acclaim | Developer: Z-Axis | Release date: September | Origin: US | Style: BMX sim | Players: Two



The controls are very intuitive and the tricks are absolutely stunning.

Mathematicians call it bunching theory. It's the theory as to why three buses always arrive at once, or loads of videogames arrive in the shops at once after a big drought. First we had loads of snowboard titles, then it was skateboarding, now it's BMX games. Acclaim is going to get in first.

A debate has been raging recently on the subject of which is cooler - skateboarding or BMXing. Most people seem to err towards skating on the grounds that it was invented in the '70s, has a close relationship with surfing and involves baggy pants. Fair enough, but don't let

the BMX boys go without checking out what they can do these days. Twenty-six-year-old Dave Mirra is reigning world champion, master of two-wheeled aerial art, and judging by the tricks you can do in this game, a complete lunatic.

Using the engine from *Thrasher: Skate And Destroy*, Mirra's game features 10 pro bikers and 12 different environments across three disciplines - dirt, street and vert. Okay, so you might never have heard of the riders before, but had you heard of Tony Hawk or Chad Muska before the skating games arrived? These gentlemen

are capable of pulling off tricks that you wouldn't believe gravity would allow. Thanks to the stunt nuts you can pull an aerial trick, land on the pegs and grind along pretty much any lip you choose.

Like *Thrasher*, you have to develop your tricks through a series of events, kick-starting with a muddy hump in the backyard and working your way up to Woodward, Dave's own park. Clear a level and you'll pick up modifiers that enable some incredible stunts - forget variials and Christ air, check out 360-degree alley oops, table tops and the perilous Superman. **DM**

SNO CROSS CHAMPIONSHIP RACING

Publisher: Sony/Crave | Developer: UDS | Release date: August | Origin: Europe | Style: Racing | Players: Two



A scooter for snow, a whole host of tracks and huge jumps. Brilliant.

In the five years since PlayStation launched, racing games have covered an incredible amount of ground, from every car in existence, mountain bikes and powerboats to toy cars, motorbikes and even bizarre galloping animals. Now Crave has taken on that, um, neglected area of the racing genre - snowmobiles.

Behind its tournament, championship and time trial modes, *Sno Cross* is a slick and nippy racer. UDS (*No Fear Downhill Biking*, PSM 29 7/10) has made full use of the snowy locations to create a game that runs at a fair old lick, while recreating the

stomach-turning tight corners and jumps of the professional scene. Players race against four opponents in a typical first-past-the-post scenario. Industrial locations and professional courses provide the framework for the game, although they're somewhat eclipsed by the dreadful screen update that currently plagues each stage. The backdrops are added inch by inch in a manner that - if not sorted out - is unforgivable.

Each level is devised to test speed and accuracy. As snowy residue is kicked up behind the snowmobile, adroit cornering and foresight become essential, with a minimal

control system handling both acceleration and leaning into turns with aplomb. A total of 12 vehicles, each with the obligatory handling differences, provide the variety that the game's eight courses lack. Thankfully, UDS has added an ace course designer.

Initial impressions are that *Sno Cross* is a novel, if limited, take on the racing genre. Graphically it bobs between functional and good, with the terrible screen updating giving the game a dated look that belies its detailed backdrops. A question mark also hangs over its lasting appeal... **SM**

WILD RAPIDS

Publisher: TBC | Developer: Fujimic | Release date: TBC | Origin: US | Style: Racing | Players: Two



The rapids get steeper and faster as you progress through the tournament mode.

Unfortunately waterborne offerings have a particularly bad reputation on PlayStation. Anyone who has *Rapid Racer* or *Jet Rider 3* in their games collection will understand why. Only the recent *Hydro Thunder* has managed to buck the downward trend. *Wild Rapids* then, the first paddle-your-own-canoe-over-a-waterfall racer, has its work cut out if it wants to persuade us landlubbers to start shifting horrendous amounts of H2O with a paddle.

Coming from the creators of *Cool Boarders*, there's more than a hint of

slope-sliding about *Wild's* swirl-swerving, rock-dodging action. Pick an oarsmen and a kayak and it's off to courses in the US, Europe and Japan.

In tournament mode each run of rapids gets progressively steeper and faster. You often find yourself spending more time manoeuvring in mid-air, trying to get the jump on the next bend or avoiding hungry alligators and jutting rocks than actually paddling on the water.

As your confidence increases, nipping past underwater obstacles while spin attacking opponents becomes second

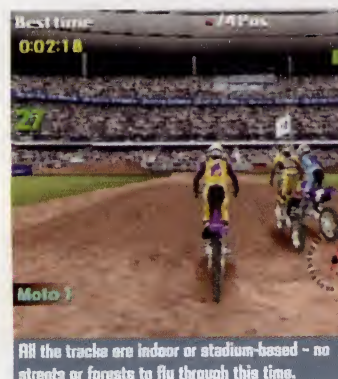
nature. And it's all very arcadey - so much so that some kind of paddle controller would seem to make more sense than the simple **X** to accelerate controls.

But our main concern is that the painfully narrow courses and plentiful rocks often make just staying afloat a real challenge. Make sure you pack the lifejacket.

There's no denying that *Wild Rapids* delivers an exhilarating ride, but the overall trickiness of making it down a vertical river without crashing into rocks might prove too frustrating for many gamers. **PW**

MOTO RACER WORLD TOUR

Publisher: Sony | Developer: Sony | Release date: TBC | Origin: US | Style: Motocross | Players: Two



All the tracks are indoor or stadium-based - no streets or forests to fly through this time.

After two semi-successful *Moto Racer* games (developed and published by EA Sports), a third in the series has been developed by Sony. A few subtle changes have been made, and now it's a matter of wait-and-see as to whether or not those changes are for the best.

The first major change is that while past *Moto Racers* featured both street and motocross racing, *Moto Racer World Tour* focuses only on the high-stakes (and high money) world of motocross. All the tracks are indoor and stadium-based as well, which is

another change - there are no forests to fly through any more.

These indoor tracks look quite nice when you first see them, but at closer inspection (ie. once you start racing on them), they're a little disappointing. First of all, the combination of hairpin corners with very large fences and advertising signs means that sometimes you lose sight of your own rider. Also, each track is very 'samey', and there's no way to tell the difference between the stadiums.

Moto Racer World Tour's visuals also leave a lot to be desired. Even at this

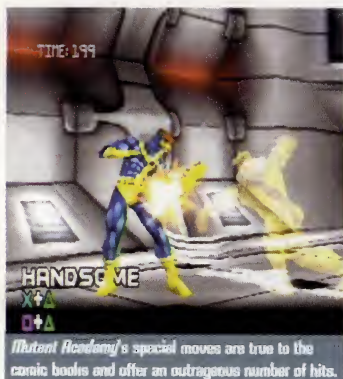
early stage it is evident that the developers have decided to scale back on the graphical details to make sure that there's no slowdown during the races. Seeing as there are usually around nine other riders on the track with you, this is somewhat understandable, but the first-generation graphics are quite annoying.

Moto Racer World Tour does need a lot of work, but the framework is there for an enjoyable title. All it needs is some work done on the graphics and gameplay, and we should have a killer title on our hands! **EC**



X-MEN MUTANT ACADEMY

Publisher: Activision | Developer: Paradox Development | Release date: August | Origin: US | Style: Mutant beat 'em up | Players: Two



Mutant Academy's special moves are true to the comic books and offer an outrageous number of hits.

For the uninitiated, the X-Men have long been Marvel Comics' most notorious characters. Born with mutant genes that developed into various superhuman abilities (flight, magic, telekinesis) they have been trained by Professor Charles Xavier to use their powers to help hapless mankind.

Paradox's influence is instantly apparent, as *Mutant Academy* thankfully does not look like a touched-up *Street Fighter* clone. And with PSM favourite *Wu-Tang: Taste The Pain* under its belt, Paradox is no stranger to good beat 'em ups.

There are 10 mutants for you to play as, each true to their comic book counterpart, with their own attributes, special powers and costumes.

Getting to grips with your character's moves does take time, and your chances of being able to button-bash through even your first fight are nil. This does make *Mutant Academy* incredibly hard, but hopefully the introduction of a difficulty setting will do away with this.

The practice mode differs from other beat 'em ups by not giving you a static opponent to continually pound. Instead,

Professor Xavier talks you through each of your chosen character's moves step-by-step. Paying close attention here will certainly make the game far more rewarding.

Other modes include versus, survival, academy and cerebro (a picture gallery, of sorts). Fresh faces have undoubtedly improved on the tiring pseudo 2D concept. If Activision can overcome the niggling fact that you can't get any further through the game than your first opponent without memorising the entire manual, then it could be on to a winner. **CC**

MORTAL KOMBAT: SPECIAL FORCES

Publisher: Ozisoft | Developer: Midway | Release date: September | Origin: US | Style: Roaming beat 'em up | Players: One



Instead of the old fighting, *Special Forces* has you shooting the hell out of your opponents.

As Midway comes to terms with the *Mortal Kombat* series' faltering popularity and diminishing limelight, it is having one more stab, this time at the *Fighting Force* manner, as it transfers its Jax character – he of the metal arms – into a 3D running battle scenario.

Titanium-limbed hero aside, there is very little to link *Special Forces* to the *Mortal Kombat* universe. The gore factor that earned the series its videogame infamy is subdued, while the fighting action takes second place to missions, which demand the retrieval of sundry keys and security

cards. Although Jax can defend himself with a range of punches, roundhouse kicks, and combination attacks, *Special Forces* shifts its emphasis to weapons, including missile and grenade launchers, explosives and machine-guns.

All this is set within a pseudo-3D world viewed from above, where Jax hobbles around the staple locations of the genre – garages, offices, sewers and canyons – punching, kicking and shooting villainous henchmen until they keel over. Beyond this lurks a boss at the end of each two-level section, before the game concludes with

a return to *Mortal Kombat*'s Outland setting. However, in an attempt to add something new to the genre, Midway has also implemented a pair of first-person levels where Jax legs it through a valley or tunnel system.

Midway has certainly fulfilled all the major criteria required by a roaming/fighting game. There are a handful of puzzles to relieve the monotony of all that running and killing, too. If *Special Forces* flops, expect to see *Mortal Kombat Tennis* and related puzzle games in time for next Easter. **SM**

MILLE MIGLIA

Publisher: Ozisoft/SCI | Developer: Kung Fu | Release date: TBC | Origin: Europe | Style: Racing | Players: Two



Ten tracks mirror the Italian landscape visited by the various race stages.

Developer Kung Fu is bringing this Italian carnival of racing to the PlayStation, with an endorsement from former winner and racing legend, Stirling Moss. The race, from Brescia to Rome and back, is still run today, but more as a tribute to former glories, the competitive edge softened by the antiquity of the cars. So Kung Fu has looked to the era of Fangio and Moss to create a game that combines the thrill of hurtling around Tuscany's twisting, sinewy streets with the challenge of handling classic vehicles. And for all its retro charm, the game looks thoroughly modern.

Get past the detailed backgrounds and well-drawn cars, and the manual transmission on even the oldest of motors shows a desire to provide playability as well as historical accuracy. Kung Fu has created a fast engine it believes will capture the essence of the cars. Indeed, the preview version is fast, and we are assured the cars will be tweaked for individuality and the handling, which is a little over-responsive, will be smoothed for accessibility in the latter stages of development.

You choose one of 24 cars from three

time frames: 1927-30, 1931-45 and 1946-57. And, as well as racing everything from Ferraris to Fiats, you'll be able to unlock hidden cars and race any two cars from any era in the two-player mode. It was impractical to retain the race format of 10 stages over 1000 miles of original track, so Kung Fu opted for looped tracks, designed to mirror the terrain and challenges of each section.

But, any further departures from the spirit of the event will need to be avoided, if the world's most beautiful race is to spawn a beautiful, playable game. **LN**

ARMY MEN: OPERATION MELTDOWN

Publisher: Sony | Developer: 3DO | Release date: Out now | Origin: US | Style: Third-person shooter | Players: Two



"Piret" If only you could see whom or what you're meant to be attacking...

3DO is certainly making the most of its *Army Men* license. But when is it going to give our favourite little green men some justice?

Operation Meltdown is the latest effort, but unfortunately there's nothing to entice the player, and problems from previous games in the series still haven't been ironed out. The dark graphics don't allow you to clearly define an object from its background, levels remain too sequential and character movement is on the crunchy side.

Granted, this game has a combat setting

and all the characters are meant to be little plastic fellows, but when you're facing an attacking enemy or object, you genuinely can't see them – a flaw that limits its entertainment value.

Furthermore, enemy intelligence is basically non-existent. Ten soldiers repeat identical moves on successive level attempts, and the two-player mode can only be described as ordinary.

While the levels are fairly large, the jungle, desert and coastal environments are extremely barren. They all lack detail, including weapons and pick-ups, in order

for it to be a thoroughly enjoyable battle.

On the flip side, there are plenty of cool weapons and player capabilities, and the wicked flamethrower gets another start.

Gameplay suffers from a few crucial problems; it is absolutely impossible to avoid a bullet at times, and running directly through gunfire is required if you want to proceed to the next stage.

Overall, it is headed for a dismal life on shop shelves if its problems aren't addressed. But no doubt 3DO has another contender in the pipeline... **RY**



RICHIE



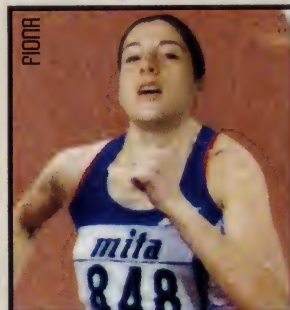
ANTHONY



SOPHIE



ROB



PIONA



JASON

After months of training (ie. playing games and eating pizza) the *PSM* team headed to the track to see if we could beat our 100m sprint times achieved in button-basher *Sydney 2000*. The race to the couch to playtest the rest of this month's line-up was even quicker!

REVIEWED

| | |
|----------------------------------|----|
| Sydney 2000 | 66 |
| Front Mission 3 | 68 |
| Galeriens | 70 |
| All Star Tennis 2000 | 72 |
| Vib Ribbon | 74 |
| MoHo | 75 |
| Alundra 2 | 76 |
| Nightmare Creatures II | 77 |
| Disney World Magical Racing Tour | 78 |
| Bellistic | 79 |
| LOK: Soul Reaver Platinum | 79 |
| Spin Jem | 79 |
| The Misedventures Of Tron Bonne | 79 |
| China | 80 |
| Mighty Hits Special | 80 |
| Pop 'N Pop | 80 |
| Psychic Force 2 | 80 |
| Vampire Hunter D | 81 |
| Victory Boxing Challenger | 81 |

PSM RATINGS

- 10** For games that are near-perfect. A must-buy.
- 9** Highly recommended, this is a great game to play.
- 8** Very good. Well worth considering as a title.
- 7** Not bad, but minor flaws mean we have doubts.
- 6** Fairly average. Not really worth purchasing.
- 5** The wrong side of average. We'd avoid it.
- 4** Looking pretty dodgy. Major problems here.
- 3** Very poor. Something has gone badly wrong.
- 2** Rubbish. An inept, short-lived game. Just crap.
- 1** Take CD from sleeve and use as coffee coaster.



Sydney 2000

Armchair athletes of the world, pick up your joypads and go for gold. On your marks...

P.S.I.



| | |
|----------------------|-----------------------|
| Publisher: | Eidos/Ozisoft |
| Developer: | Attention To Detail |
| Release date: | August |
| Origin: | UK |
| Style: | Olympic button basher |
| Price: | \$79.95 (NZ\$78) |

As Bruce would say, there's something "special" about the Olympics. Having the Games on home turf is even more special. And there's also something special about hammering buttons as fast as humanly possible. It might not be the same kind of exhilaration that Cathy Freeman or Ian Thorpe feel as they're tearing towards gold, but it's still exciting, blister-inducing stuff.

Sydney 2000 is the first videogame to be designed with the help of the International Olympic Committee. Previous Olympic licenses have been offered by the specific event organiser. This has brought Eidos and developer Attention To Detail unparalleled assistance, including full access of all the Aussie venues, Channel Seven commentators and motion-capture assistance from real Olympic athletes. But thankfully, the game's designers have still kept the button bashing fun rather than pushing realism too far.

You can't pack in every Olympic event (or ticket crisis or torchbearer scandal...) into a game like this, but there's a good variety of events included. The 12 events include simple button bashing, events that require timing, others that demand rhythm and those that insist stamina. *Sydney 2000* also provides a strange mix of obvious and obscure sports. The perennial *Track & Field* favourites like 100m sprint, javelin, hammer and hurdles are joined by shooting, team cycling and kayaking, which prove to be welcome additions.

hope that this mode will encourage people to build up their teams, like building up a garage in *Gran Turismo*, and go to a friend's house to challenge one personalised squad against another.

As well as the Virtual Gym system, *Sydney 2000* includes a Coaching mode where you are taught the moves for each event. Just listen, repeat and learn. As you improve you will create Personal Bests, which in many events appear as ghost competitors, so that you can always try to improve your top time or score.

Of course, it's the multiplayer mode that has typified the genre to date. You can bang away on two buttons until your fingers fall off, but it's far more satisfying to see your friend's digits drop off first. Some of the events – the sprint, for instance – can handle eight players competing at once, while others like kayak have players taking it in turns. It might be simple stuff, but it's impossible to exaggerate how much fun it can be manically mashing buttons against a pack of mates, all screaming in agony as their athlete plods towards the finish line.

A gold medal must go to Attention To Detail for the presentation of the game, it really is superb. There's a great sense of occasion and excitement to the proceedings. The motion-captured athletes look remarkable, and the little touches like runners limbering up before a race, jumping for joy or saluting the crowd after a victory

"The motion-captured athletes look remarkable, and the little touches like runners limbering up before a race, jumping for joy or saluting the crowd after a victory are lovely"

Also extremely welcome is the effort to offer single players more incentive to play than just breaking their own records. Typically *Track & Field* games have been brilliant with mates, but terribly boring alone. *Sydney 2000* is still much more of a laugh with a MultiTap plugged into the PlayStation and eight friends crowded around the telly, but the Olympic mode offers a challenge for single players beyond simply practicing between multiplayer sessions. In fact, *Sydney 2000* probably offers the best single player mode ever for a game of this type thanks to the ability to train athletes at a Virtual Gym and compete in a number of pre-Olympic events. You can build up a chap with a physique like Mr Bean into a Mr Universe, and consequently have much more chance of lifting that 200kg bar. Having been in the gym, the athletes have the potential to get stronger and better, potential that must be realised in competition for your virtual athlete to truly benefit.

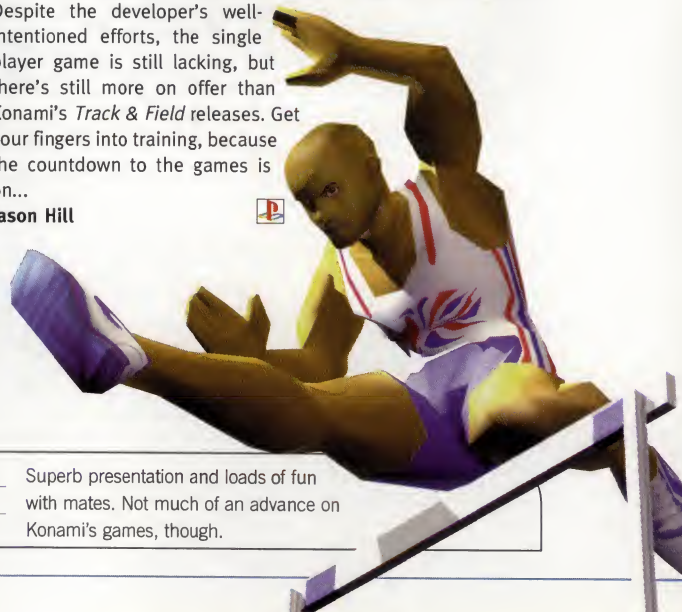
The game has 20 different gym activities, one or more of which are necessary to be successful at a particular event. For instance, the 100m sprint is a combination of three activities – a reaction to the firing pistol, running as fast as you can, and timing the lunge. With performance multipliers based on the strength of your athletes, you don't have to hammer the buttons as hard in a sprint if you've created a stronger sprinter. The virtual events are simple Simon-Says button bashing exercises and as such aren't as captivating as competing in the real events in front of those adoring crowds – and some are frustratingly tough. But the training options are certainly welcome and the VR graphics are funky. You can choose to just concentrate on taking one athlete to the Games via the qualifying events or build up an entire team. The developers

are lovely. All the Homebush stadia are accurately represented, and including the Aussie commentators Bruce McAvaney, Tracey Holmes and Pat Welsh to call the action is much appreciated.

A disappointment is that there's no real-life athletes. It would have been much more exciting to swim as Thorpey or Klim, run as Cathy Freeman or chuck a hammer as... Err... You know what we mean. But teams are decided so close to the Games that it's not possible for the developers to put the real stars in and still get the game out before the torch relay hits Homebush. We suppose building up your own customised Olympic squad is a fair compromise.

Grab some friends and you'd be hard pressed to find a more fiercely competitive, entertaining or exhausting PlayStation game. Despite the developer's well-intentioned efforts, the single player game is still lacking, but there's still more on offer than Konami's *Track & Field* releases. Get your fingers into training, because the countdown to the games is on...

Jason Hill



WHY NOT TRY...

| | |
|---|-------------|
| <i>International Track & Field 2</i> | 8/10 PSM 32 |
| <i>International Track & Field 7/10 PSM 1</i> | |
| <i>Nagano Winter Games</i> | 6/10 PSM 8 |

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 9 Lovely motion-captured athletes and accurately depicted stadia.
- 8 Still best with mates, but fun for a little while on your own.
- 6 You will get tired of bashing those buttons relatively quickly.

Superb presentation and loads of fun with mates. Not much of an advance on Konami's games, though.



multitap

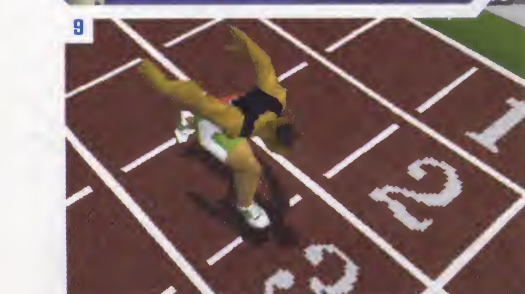
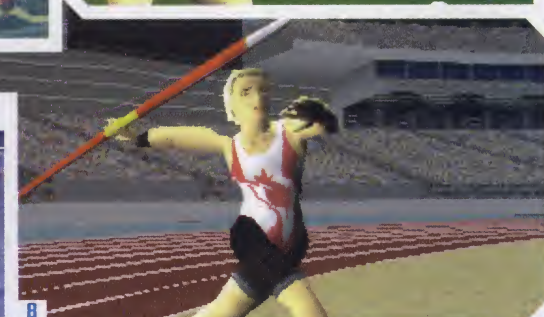
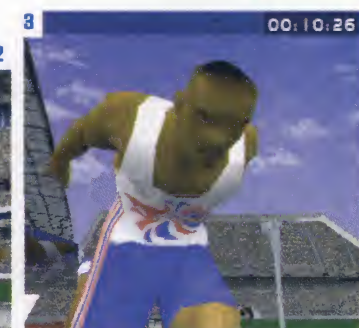


memory
card



number
of players

- 18** *Sydney 2000* involves the frenetic use of much button bashing...
- 48** ...especially in events like the 100m dash and the two-length plough through the Olympic-sized pool.
- 78** The extensive Training mode builds up your athlete's triceps and biceps according to the discipline they're competing in.
- 810** More realistic athletes have been fashioned, with their muscles rippling in the Russia sun.
- 112** The long jump, triple jump, hammer and cycling are among the 12 events represented.



THE EVENTS

100m Sprint: Whack those buttons as fast as humanly possible before lunging across the finish line.

110m Hurdles: A good run spoiled by ridiculously high obstacles. Precise timing of the action button is required to clear the hurdles.

Hammer: Belt the buttons to get your athlete a swingin', then try to time the throw perfectly out of the cage and get the right height.

Javelin: Run like the wind, then try and get a 45-degree angle throw nice and close to the line.

Triple Jump: Requires a tricky combination of button bashing and precise timing.

High Jump: Build your speed, jump and then flip your athlete's feet over the bar using the action button.

100m Freestyle Swimming: Two laps of arm-breaking, blister-inducing button bashing. Timing on the turn is important.

Olympic Sprint Cycling: A three-man race against the clock. Build a steady rhythm, peel off the lead cyclist cleanly after each lap, and make sure you have enough stamina to have a final sprint towards the line.

Skeet Shooting: Absurdly tough event in which you sometimes have to shoot at two speeding targets with the difficulty compounded by the recoil effect.

Super Heavyweight Lifting: Almost as painful as attempting the real thing, this event requires stamina and button speed.

10m Platform Diving: Rhythm, timing and good judgement are called for in this welcome change of pace.

Kayak H1 Slalom: Showcase event that gives your weary fingers a break and instead rewards skilful manoeuvres of the kayak through the gates and often against the rapids.

Front Mission 3

A 40-foot mech suit with state-of-the-art weaponry.

Go on, you know you want one...



F4L

| | |
|---------------|----------------------|
| Publisher: | Sony |
| Developer: | Square |
| Release date: | August |
| Origin: | Japan |
| Style: | Mech combat strategy |
| Price: | £TBC (NZ\$TBC) |

Front Mission 3 delivers the most compellingly realistic tanks-with-legs since the full-length *Patlabor* anime movies. In case you were wondering, you won't have much luck looking for earlier *Front Mission* titles: the first *FM* appeared on the Super Famicom (SNES) before moving to PlayStation, but the series has never appeared outside Japan – until now.

The gameplay will be immediately familiar to players of Konami's *Vandal Hearts* series, while video fogies may be reminded of *Lazer Squad* and the older *X-Com* titles. The 3D landscape is squared off into a grid and your wanzers have a limited number of tiles in which they can move and fire in each turn. Once you've made your moves, the enemy takes its turn to do likewise. It's a very old-fashioned system, and nowhere near as complex as it sounds, but it's still remarkably addictive. The clever bit rests in making the most of every turn, identifying the biggest enemy threats and neutralising them before attending to the clean-up operation. There's no boring, *Risk*-style resolution of stat-heavy battles, either. Every time you order one wanzar to attack another, the camera zooms in and gives you a proper, animated showdown of two iron giants in which the stun knuckles fly, the ammo clips are emptied and metal limbs are reduced to twisted, spark-sputtering stumps. Add to this some neat details like the destructible scenery, or the zoom view of a sniper shot, or stray bullets that can be seen smacking explosively into the wall behind the target, and it's all so well done that it takes much longer to grow tired of these scenes than you'd imagine.

Visually, *FM3* works well without ever approaching the dizzy heights of *Vagrant Story*. Some close-up pixellation and functional colour schemes prevent it from ever looking attractive, and the guided missiles have an unfortunate tendency to clip through solid objects. But there's a fair representation of both military hyperrealism and commonplace details. However, *Front Mission* is also a strategy RPG, giving you the chance to play through two parallel (and about 95 per cent linear) storylines.

In between missions, your pilots will get to chat to other characters and uncover information before the cut-scenes and FMV set up the next dramatic event. The setting is 100 years hence, when political instability has re-drawn the world map into five federal superstates. The story concentrates on the Pacific Rim nations, only recently drawn into a mutual union to withstand encroachment from the other global powers. Most of the opposition you'll encounter will be from small mercenary groups hired by the various governments to keep any conflicts politically low-key. But after all that intriguing scene-setting, the story rather lets the game down by being either vague or ludicrous from the outset.

College student and test pilot Kazuki Takemura is delivering wanzers to a military base with his '70s-throwback buddy, Ryogo, when there's a mysterious explosion and a security shutdown ensues. When they return to work, Kazumi is shocked to find an e-mail from his half-sister in which she says that she's recently been transferred to the base and hopes to meet up. Do they call the police or the press when the military won't tell them anything? Of course not. They're students. So they stumble into a bar, get picked up by a suspicious but attractive scientist, and promptly

agree to sneak back into the base with her – though not before slipping into their 40-foot metal suits. For extra stealth presumably. Just as you were beginning to accept the viability of a future-world of mechs, the irrational behaviour of the unsympathetic characters takes a hacksaw to your suspension of disbelief.

One design decision Square has taken with *FM3* is to keep the battles short and snappy. You only ever get a few units to control and not many enemies to take out in any mission, so battles are resolutely under half an hour. In some ways this is disappointing, as the limited number of possibilities never opens up into the kind of epic two-hour fights you'd see in *Vandal Hearts*. But it does maintain the pace very effectively and there's always something different thrown in to keep you interested. In some missions you'll suddenly discover end-of-turn cruise missile support from an allied sub; in others, you might be struggling to protect a team of vulnerable scientists as they flee for cover.

But the real quandary with *Front Mission 3* is that it invites more intimate nit-picking than a mountain gorilla in mating season. For every two things it gets right, there's one glaring little error that stops it being the tremendous tactical shrapnel-fest you want it to be. Like the way that humans with handguns are far too tough and can easily overwhelm a mech by being difficult to hit. The AI is limited, with many enemies stupidly attacking you one at a time rather than presenting a true force to overcome. And instead of having a decent skill system, you can't use your pilot's special talents for tactical advantage – they're used as randomly as they're acquired.

The difficulty level presents a mild challenge, but if you take time out to build up your pilots in the virtual training arenas, then you're likely to find subsequent missions very easy indeed. A rating system adds some interest for more accomplished strategists, so if you hold off on the items and aim for platinum medals in every battle, then you'll find yourself being stretched on some occasions.

The simplification of the battle system over previous *FM* games actually results in less choice for the player, so the skirmishes can grow repetitive if you binge it. And after your first few playing sessions, you pretty much know the score and the rest of the game doesn't hold any surprises or new tricks to learn.

If you're serious about making a strategy game for a mass market, the bottom line is that you need a simple, uncluttered interface that allows any player to get to grips with the complexity of the gameplay. *Front Mission 3* risks scaring off all but the dedicated with its stat-heavy screens and flashing numbers, and the game deserves better.

This may not be the highlight of the *FM* series, but it's still worthy of attention. The setting, the hardware, the background, the detail, the animated battles and the immense playing time are among the many good points. The interface, the story, the medium-low difficulty and some AI oddities make up the points we've knocked off. But if you love your mecha and you love your strategy even more, you'll be losing evenings and the odd weekend to this.

Zy Nicholson



WHY NOT TRY...

| | |
|-------------------------|------------|
| <i>MechWarrior 2</i> | 8/10 PSM3 |
| <i>Vandal Hearts II</i> | 8/10 PSM33 |
| <i>Syndicate Wars</i> | 8/10 PSM5 |

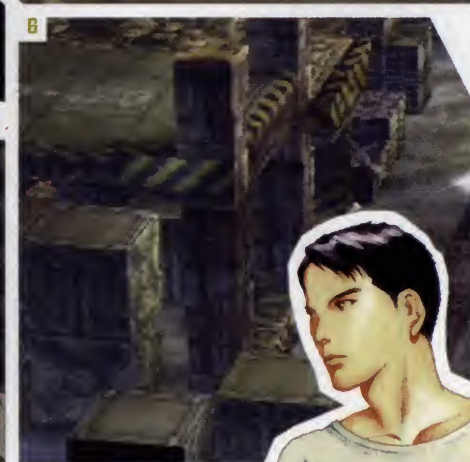
VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 8 Clipping aside, the detail is right where it's needed.
- 8 Fairly deep and very rewarding, with varied missions.
- 8 For once, that '50 hours plus' isn't a marketing joke.

One of the more playable strategy games of the year, with plentiful pyrotechnics. It won't win many new friends, but the old ones will be happy enough.



12 Running a mech takes a lot of cash, so go shopping on the black market.

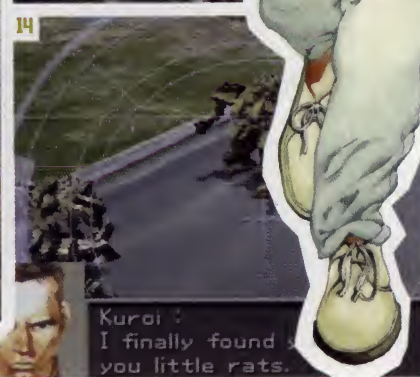
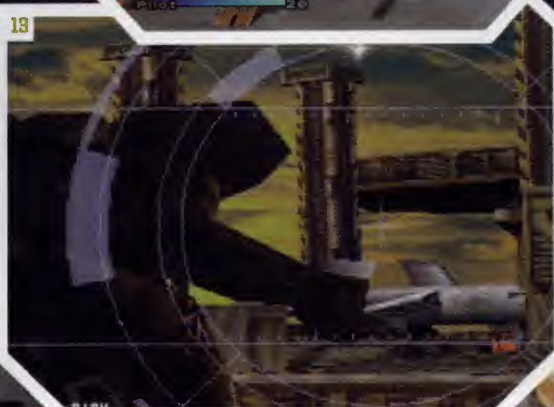
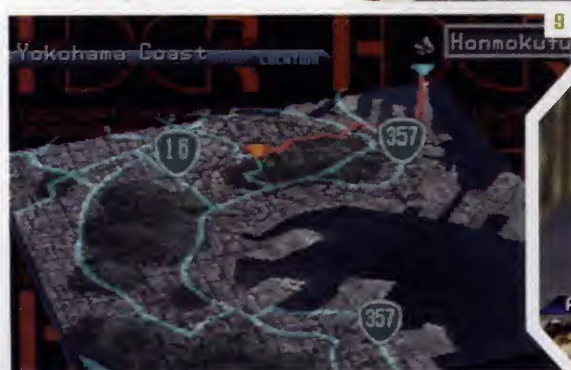
35 Cut-scenes begin and conclude the battle sequences.

87 This is how the 'real' game appears. Blue tiles indicate movement range, orange tiles show weapon range.

8 Use targeting and spread-fire to pick off as many enemy limbs as possible.

8 The map screen suggests more freedom of choice than actually exists.

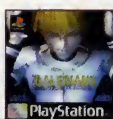
104 Punches can make a real mess of a wenzar. Skills are learned by using particular suit parts, so make sure every pilot gets a go on a wenzar.



Kuroi:
I finally found
you little rats.



Galerians



EVIL

| | |
|---------------|---------------------|
| Publisher: | Sony |
| Developer: | Crave |
| Release date: | Out now |
| Origin: | Japan |
| Style: | 3D adventure |
| Price: | \$69.95 (NZ\$89.95) |

Deftly sidestepping the full-on horror of the *Resident Evil* series, *Galerians* goes instead for the psychological nightmare territory of Konami's *Silent Hill*.

Across its three CDs, *Galerians* is a surprisingly intelligent and adult adventure, using the idea of telekinesis as more than just an opportunity to kill off enemy characters in imaginative ways. Instead, you must strike a balance between using your latent mind powers when necessary and controlling the adverse effects that using them sets off in your character.

Initially, *Galerians* comes across as a familiar entry to the survival horror family. Its control system and intricate camera work offer no real surprises and are familiar enough to enable players to get straight into the adventure. Similarly, the game's use of inter-cut computer-generated image sequences to flesh out the unfolding scenario is as comfortable as a baggy old jumper. However, while the method is familiar, the plot is as fresh as a summer meadow

back, as the constant toil of fetching and carrying becomes more important than the quest.

Another problem is the puzzles. For a start, they are often predictable; involving you carrying item A to area B. In *Resident Evil 3 Nemesis*, this notion was balanced with action set pieces, but *Galerians'* psychological premise means it cannot fall back on those more arcade-orientated traits. Also, the puzzles can be a little too obvious, with CGI cut-aways and mental flashbacks giving too many clues as to what happens next, removing a lot of the game's mystique.

As 3D adventures go, *Galerians* is a brave experiment, but unfortunately it's only partially successful. It crams in loads of

"As 3D adventures go, *Galerians* is a brave experiment, but unfortunately it's only partially successful ... it is hindered by its reliance on simplistic puzzles"

and is the reason that *Galerians* is actually a fairly powerful 3D-adventure game.

You play a 14-year-old lad called Rion, who starts the game strapped to a table in a stark operating theatre. As he is awoken by a seemingly distant voice, Rion escapes by breaking free using just the power of thought. Suffering from amnesia and unsure of his abilities and their implications, *Galerians* follows the young hero's quest for identity and mastery of his telekinetic skills.

While the use of such powers is commonplace within Japan's anime or Manga, it makes for a refreshing change in *Galerians*. As Rion picks his way through the base he is being kept in and out into the world, he can summon a wealth of offensive moves to protect him against the security guards and scientists who want him back under lock and key.

Using his mental powers reduces Rion's effectiveness and eats away at his health. As his body crackles with psychic energy, the mop-topped hero doubles over in obvious pain while the rapid depletion of his health is shown by energy bars at the top-right of the screen. The only way to counter the effects is by using the drug Delcon, which is conveniently scattered throughout the levels and restores your mental balance to normal. Searching out fresh prescriptions so you can use your powers becomes a recurring theme in the game. Unfortunately, it also creates a rod for *Galerians'*

incidental characters and a very strong narrative, but is hindered by its reliance on simplistic puzzles and the clever, but ultimately limiting, idea that Rion is dependant on medication. Its emphasis on psychological horror also means that it never steps up a gear and so lacks sufficient dynamism to keep the player hooked. More the equivalent of an entertaining video than a must-see film, but a diverting effort nonetheless.

Steve Merrett



WHY NOT TRY...

| | |
|--------------------------------|--------------|
| <i>Resident Evil 2</i> | 10/10 PSM 26 |
| <i>Resident Evil 3 Nemesis</i> | 9/10 PSM 30 |
| <i>Silent Hill</i> | 8/10 PSM 24 |

VERDICT

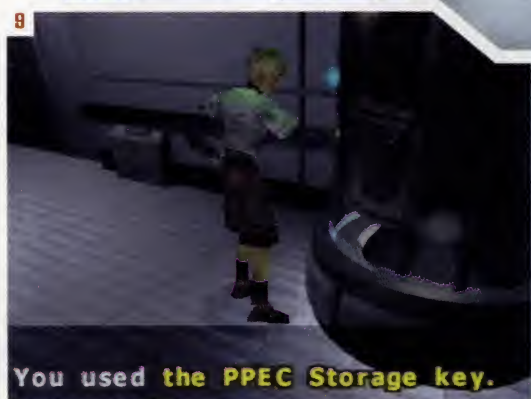
7

GRAPHICS
GAMEPLAY
LIFESPAN

- 7 Detailed rendered backdrops, but a few camera niggles.
- 6 Slightly too sedate, with a reliance on fetching items.
- 7 A challenging, but often frustrating, quest.

A welcome attempt at suspense. Sadly, what starts off as a promising escapade descends into a mundane pattern of object retrieval and usage.

- 12 Things not making sense? Then maybe a swift shot will help. Do NOT try this at home, kids.
- 84 No chance of a game of pool... Rion is on the hunt for a doorknob. Or a key. Or something.
- 67 Psychic powers can damage your health, but they're just the job for giving guards a roasting.
- 88 Where would adventures be without keys to find? The PPEC drugs are needed to harness your psychic powers.
- 10-12 It's not all sterile labs, you know. Escape from the confines of disc one and you'll find all manner of mansions to wander about in...



HOW TO... MAKE FULL USE OF RION'S POWERS



Rion's exceptional mental abilities are best used in two main areas - attacking and sensing...



Using mental attacks will send anyone close to you reeling with pain. Initially they will collapse and die, but the game has more psycho-kinetic surprises up its sleeve...



Rion can also sense significant details simply by touching items. Doing so will then reveal a key plot twist, or simply detail a means to escape a certain area. Handy.





All Star Tennis 2000



E.V.I.

| | |
|----------------------|---------------------|
| Publisher: | Ubi Soft |
| Developer: | Aqua Pacific |
| Release date: | Out now |
| Origin: | Europe |
| Style: | Tennis sim |
| Price: | \$79.95 (NZ\$99.95) |

Another developer tries to prove how interesting hitting a ball back and forth over a net can be...

When Pong fathered the videogame back in the '70s it was effectively the first ever sports sim: it offered players a bat with which to ricochet a ball past an opponent. Despite the many quantum leaps that have taken place in videogaming since, *All Star Tennis 2000* shows the limitations of a genre that's easy to copy (think *Anna Hournikova's Smash Court Tennis*), but difficult to carry to another level – the tennis game. It's a respectable enough imitation of tennis, but is, sadly, fatally flawed.

The players have a variety of moves, including slices, backspins, smashes, lobs, topspins and volleys, but the graphics, and in turn the collision detection and gameplay, are woefully samey. Players don't stretch, coil or improvise enough to play difficult shots, and their interaction with the ball is desperately binary. Although characters have different power, intelligence, running speed,

team...). In effect, each tournament is just another anonymous court, as the 12 courts from around the world, with clay, grass and asphalt surfaces, appear to have no discernible effect on the gameplay, altering only the sound effects.

The presentation is average, with some good animation and players chucking temper tantrums as they hurl their racquets to the ground. However, the camera can be annoying at times as it cuts off some of the court, and the replays, whilst entertaining, resemble something you'd whip up on an Etch-A-Sketch...

Furthermore, this is hardly 'all star' tennis, with only a handful of real players – Todd Martin, Richard Krajicek, Gustavo Kuerten, Amelie Mauresmo, Conchita Martinez and Adelaide bad boy Lleyton Hewitt (the cover star) – buried among a host of computer

"...the game can be frustrating for the single player, with your tennis star swiping for balls in the wrong direction and diving for balls that land right next to them..."

accuracy and reflexes, they either hit the ball or they don't. In cutting-edge sports sims (*ISS Pro Evolution* springs to mind), a player can just manage to connect with the ball, but fail to guide it to the intended destination, or balloon a shot to the derision of the crowd. This is not the case in *All Star Tennis 2000*.

The designers have done little to compensate for these flaws, applying little gloss to a game so blatantly lacking in license. You can compete in exhibition games, Tournament or Season mode and play doubles or singles, but no effort has been made to capture the atmosphere. As there is no difficulty level, the game can be frustrating for the single player, with your tennis star swiping for balls in the wrong direction and diving for balls that land right next to them (perhaps they should be playing cricket for the English

stand-ins. This is bound to discourage the die-hard tennis fans who otherwise could have lived with the general level of sloppiness. There is some evidence of a difficulty curve as the real players are more adept than the fictional ones, but the key word here is 'repetitiveness'. Oh, and watch out for the schizophrenic umpires who angrily bark "quiet please" when the crowd is already obviously silent...

All Star Tennis 2000 is characterised by lazy design and uninspiring, soulless gameplay. It fails miserably to recreate that centre court feeling and does little to scratch, never mind stretch, the PlayStation's capacity. But, then again, there's only so much you can do with a bat and a ball. No match for Anna...

Lee Hall



WHY NOT TRY...

| | |
|---|-------------|
| <i>Anna Hournikova's Smash Court Tennis</i> | 8/10 PSM 23 |
| <i>All Star Tennis</i> | 8/10 PSM 18 |
| <i>Actua Tennis</i> | 6/10 PSM 18 |

VERDICT

6

| | | |
|----------|---|-----------------------------------|
| GRAPHICS | 6 | Decidedly average and bland. |
| GAMEPLAY | 6 | Dull, repetitive and unrewarding. |
| LIFESPAN | 5 | You won't go back to this often. |

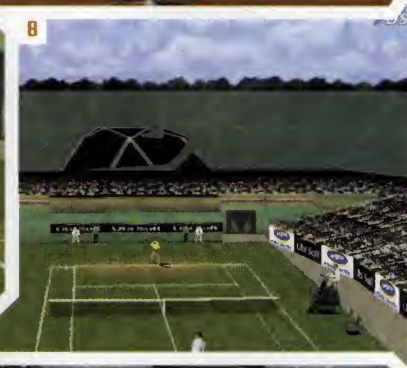
It does a good impression of tennis, which is a sport that translates poorly in the modern world of videogames. *All Star Tennis 2000* is nowhere near polished enough to score highly.

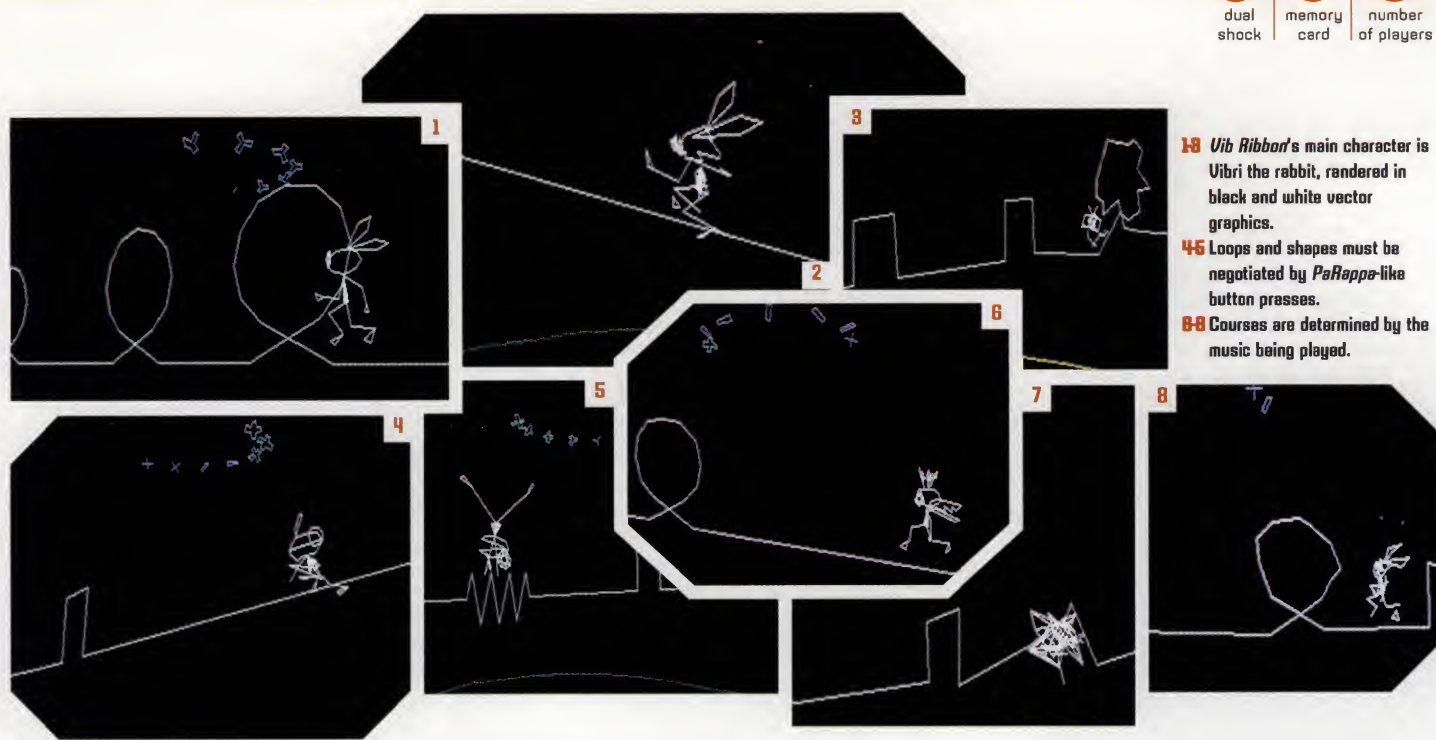


multitap

memory
card4
number
of players

- 12** Not really all star tennis - you choose from a handful of top names and a whole host of fictional players.
- 35** Tournaments are played on various courts mirroring grand slam tennis...
- 68** ...but unfortunately they have little effect on actual play, fail to offer a varied challenge and lack atmosphere.
- 81** A bit of a hit-and-miss affair...
Players either hit the ball or don't.
- 124** The court surfaces include grass, clay and asphalt.



dual
shockmemory
cardnumber
of players

18 *Vib Ribbon's* main character is Vibri the rabbit, rendered in black and white vector graphics.

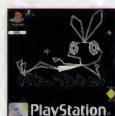
45 Loops and shapes must be negotiated by *PaRappa*-like button presses.

88 Courses are determined by the music being played.

Vib Ribbon

Have a great 'it should be game' idea? Then send it to the land of the rising sun. It seems the Japanese just can't say no to new videogame ideas...

PLAY



| | |
|----------------------|---------------------|
| Publisher: | Sony |
| Developer: | Sony |
| Release date: | Out now |
| Origin: | Japan |
| Style: | Musical party game |
| Price: | \$39.95 (NZ\$39.95) |

The Japanese gaming community has always enjoyed the largest variety of unusual titles. Admittedly, seeing some of them in action, you wonder if anyone else would enjoy them, but occasionally a title winds up in Australia, which questions all we've come to know and trust in games.

Vib Ribbon comes from Masaya Matsuura, creator of *PaRappa The Rapper* and *Um Jammer Lammy*. Continuing on his unusual Simon-Says-style games, *Vib Ribbon* is again set to test your nimble dexterity, along with your natural rhythmic ability.

Aside from gameplay, the most dramatic difference setting this game apart from others has to be the black and white vector-style graphics (just think of a two-year-old let loose on

The in-game music is courtesy of Japanese pop sensation Laugh and Beats, who recorded six tracks exclusively for *Vib Ribbon*. While initially the tunes will make you reach for the 'mute' button, they do become dangerously addictive after a very short time. So if music determines the number of levels, then six songs isn't many, right? That's why the game has been specially designed to play any audio CD, from The Carpenters to Pearl Jam, which instantly adds a new level to the game. Put on a slow song and the difficulty level is nice and easy, put on something upbeat and you'll have your work cut out for you, thereby giving gamers full control over level design.

"Put on a slow song and the level is nice and easy, put on something upbeat and you'll have your work cut out for you..."

an Etch-A-Sketch pad and you're nearly there). And while the initial reaction to this is sheer disgust and disappointment, it quickly becomes apparent this is on purpose and not an insult on anyone's intelligence.

The idea of the game is to control the main character, Vibri the rabbit, as he travels along a continuous line of ribbon. As he comes across various shaped objects in the ribbon, you must use one of four designated buttons to navigate either under, over, through or around each shape. The thing that determines what shape and when is the music that's playing. The faster the music, the quicker you need to react. On top of the four basic shapes and button commands, a series of morphed shapes require button combinations, which at the start seem all too complicated, but soon become second nature.

Surviving levels is a simple case of meeting each shape you come to with the right button combination. Successfully navigate 18 objects in a row and your character evolves into a more superior being, such as a crowned creature with wings. However, misjudge up to nine objects and your character begins to de-evolve from a rabbit to a frog, then to a snake-like creature and then finally dying, ending the round.

Vib Ribbon proves that after more than five years and thousands of PlayStation titles, there are still new and interesting game ideas coming out of the woodwork. Based on the huge success in Japan of other oddball games of this ilk (*PaRappa* and *Bishi Bashi Special* spring to mind), hopefully we'll see more wacky titles in the future.

Mike Wilcox



WHY NOT TRY...

| | |
|---------------------------|-------------|
| <i>Um Jammer Lammy</i> | 8/10 PSM 25 |
| <i>PaRappa The Rapper</i> | 8/10 PSM 5 |
| <i>Bust A Groove</i> | 8/10 PSM 18 |

VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

3 Minimalist, simplistic, uncomplicated – completely intentional.

7 Unique, addictive and refreshing... Fun for the whole family.

6 You'll either grow bored quickly, or never leave it alone.

Yes, it's weird, it's wacky, but it's way cool fun...
Vib Ribbon has the potential of becoming a cult classic.



analog

memory
card

2

number
of players

MoHo

Prepare to be addicted as a bunch of legless prisoners go on a rampage...



As a criminal synthetic life-form sent to Alpha Prime, your captors chop you in two, attach you to a rollerball, then pit you against guards and rival prisoners in a host of events that test your skill and strength. Victory is the only way to secure your freedom. Sounds a bit harsh.

You compete in powerball, gauntlet, pursuit, racing and tag events, testing your ability to do everything from navigating tricky skateboard-style circuits to negotiating platforms in an ever-sinking swamp. No doubt everyone will have their own favourite, but *MoHo*'s most challenging discipline is racing, which forces you to find hidden shortcuts and utilise the arena to sling-shot your player past opponents. Certain characters are more suited to particular arenas, which further increases the lifespan of a title that provokes you into trying to beat near impossible scores through its system of timed contests.

During the disciplines you roll around graphically superb arenas that undulate and contort with the explosions of weapons and demonstrate the excellent physics underlying the game. *MoHo* is not a puzzler in the vein of *Marble Madness*, but a pacey combo of challenges that'll have you fishing your joypad out of the garden to play it again, just moments after you've cast the damn thing out the window in frustration.

That frustration can be all too apparent, but derives from challenging gameplay, rather than awkward controls. The result of the steep difficulty curve is that your successes are extremely satisfying, and you can always move to another game in the arena before returning to the trickier challenges.

Early concerns about the simplistic fighting have been offset by the emergence of useful spin and rage attacks, which get you out of tight corners, but the two-player mode is disappointing – visibility is cut in a game reliant on an awareness of the arena (in fact, a radar would be a positive addition in every mode).

That Lost Toys has focused on the environment and gameplay is not to be sniffed at, but that extra yard of depth, like the introduction of upgrades outside the arena, or further development of the characters or the world beyond the contests, could have turned a very good game into an outstanding one. Buy it, then wait with baited breath for Lost Toys' next offering.

Lee Hall



EVL

Publisher: Jack Of All Games
Developer: Take 2/Lost Toys
Release date: Out now
Origin: US
Style: Arcade/action
Price: \$49.95 (NZ\$99.95)

[onTHECD]



WHY NOT TRY...

| | |
|----------------------------------|-------------|
| <i>Crash Bandicoot 3: Warped</i> | 9/10 PSM 32 |
| <i>Ape Escape</i> | 9/10 PSM 9 |
| <i>Micro Maniacs</i> | 9/10 PSM 33 |



13 You'll feel compelled to beat fiendishly tricky levels and near impossible best scores laid down by the designers.

45 Double whammy: the two-player mode is tricky due to reduced visibility.

67 A variety of games in a multitude of arenas gives *MoHo* a surprising degree of longevity.

VERDICT

8

It's original, fast, accessible and has a great replay value. Frustration levels are tempered as you master the game. More depth would've given it a higher score. A fantastically addictive game.

GRAPHICS
GAMEPLAY
LIFESPAN

8 Wonderfully interactive, with only occasional glitches.
8 Handles brilliantly. Appeal lessens in two-player mode.
9 Help! The joypad is welded to my head.



analog



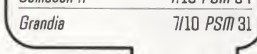
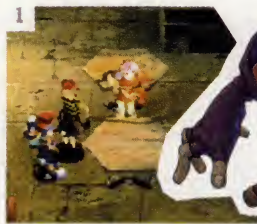
dual shock



memory card

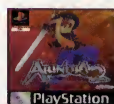


1 number of players



Alundra 2

Sharpen your sword, polish your shield and save the world. Again...



EVL

| | |
|----------------------|---------------------|
| Publisher: | Activision |
| Developer: | Contrail |
| Release date: | Out now |
| Origin: | Japan |
| Style: | RPG |
| Price: | \$69.95 (NZ\$79.95) |

- 12 Relax and enjoy running from puzzle to puzzle while putting monsters to the sword.
- 3 Once you get used to the way the camera moves, everything becomes intuitive.
- 4 The whiff of genre repetition is pretty unmistakable as you play through *Alundra 2*.
- 5-6 Learning attack patterns is the key to finishing off the rock-hard bosses.

Oddly, there's no Alundra in *Alundra 2*. Flushed with the modest success of the first action/RPG to bear his name, our hero must have arrogantly demanded a massive salary increase for the sequel, only to find himself rebuffed and replaced by a much cheaper sword-wielder – a fresh-faced unknown named Flint.

In fact, it's not just *Alundra's* eponymous hero that's absent from *Alundra 2*, just about everything from the first game has gone missing. The setting is entirely different; the retro-looking forced perspective of the original has evolved into polygon-based 3D; and the dark, nightmare-driven story has given way to a quirky and unevenly humorous scenario intended to appeal to a wider (and for 'wider' read 'younger') audience. While *Alundra* was lauded for its thoughtful characterisations and compelling narrative, this follow-up has a basic plot, populated by off-the-peg character types and a few wilfully bizarre dungeon denizens. Fans of the original, then, may well feel slightly disappointed at the result.

Taken on its own terms, however, *Alundra 2* is a highly enjoyable game, offering a compelling blend of action, puzzle-solving and role-playing. It's intelligently structured, likeably varied and maintains its momentum throughout a good-sized adventure.

Along with the predictable weapon, shield and item power-ups, paid for with cash snaffled from treasure chests and monsters, you're always on the verge of discovering a new combat move or a fresh magical power. And there's very little wasted space. As you lead Flint around the Kingdom of Varuna, your objectives are always clear, with the solution to the next puzzle usually right in front of you... If only you could see it.

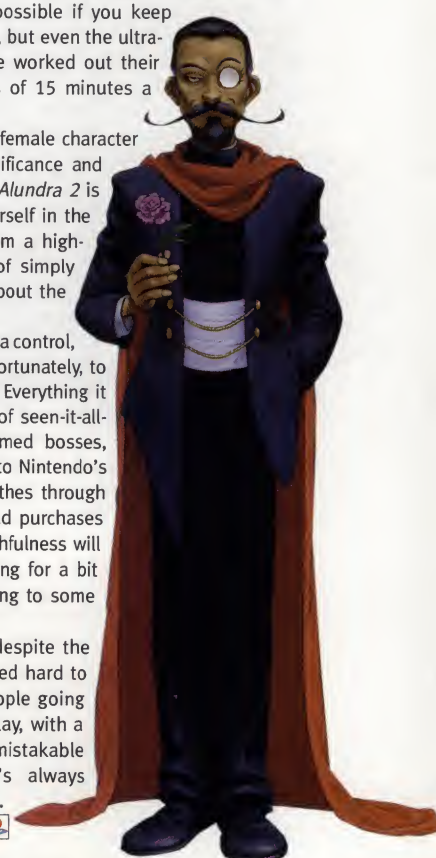
Although very easy to begin with, the difficulty level ramps up progressively until the game becomes seriously challenging – but never impossible if you keep your wits about you. There'll be moments of frustration, but even the ultra-tough bosses can eventually be defeated once you've worked out their attack patterns (although they can still take upwards of 15 minutes a pop).

You're notionally teamed up with a generically feisty female character named Princess Alexia, but she has no gameplay significance and keeps saying, "Let's split up," or gets captured or lost. *Alundra 2* is an essentially solo experience. Instead of involving yourself in the kind of party-management complexity you'd expect from a high-end role-player, then, you can revel in the pleasure of simply dashing from problem to problem, slashing your way about the place in real-time.

After you've taken a little while to get used to the camera control, everything becomes pretty intuitive. And this points, unfortunately, to the main problem with *Alundra 2*: its lack of originality. Everything it does, it does well – but there's an unmistakable whiff of seen-it-all-before about its block-jumping challenges, animal-themed bosses, rolling metal balls, and mine cart ride. Its indebtedness to Nintendo's *Zelda* games, in particular, is quite blatant, as Flint scythes through clumps of grass for coins, throws torches at bombs, and purchases healing plants from friendly shopkeepers. This genre-faithfulness will put many at ease, but it could equally leave you wishing for a bit extra. The later magic is powerful and interesting, leading to some fine puzzles, but can't dispel the outline of formula.

Alundra 2 lacks a little in the way of atmosphere, despite the best efforts of its American translators who have worked hard to make sense of stylised cinematic cut-scenes full of people going "Huh!?!?" and "What the...?!" But it's still well worth a play, with a few surprises, a real sense of adventure, and that unmistakable just-another-half-hour feeling, as you know there's always something worth investigating around the next corner...

Jon Smith



WHY NOT TRY...

| | |
|--------------------|-------------|
| <i>Alundra</i> | 8/10 PSM 9 |
| <i>Suikoden II</i> | 7/10 PSM 34 |
| <i>Grandia</i> | 7/10 PSM 31 |

VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

- 6 Mostly unspectacular, with a few nice special effects.
- 8 Satisfying, varied and moreish.
- 8 Plenty to see and do – a solid challenge.

Formulaic adventure aimed at younger gamers that could seriously disappoint fans of the original. But persevere and you'll find yourself immersed in an elegantly constructed title of many delights.



analog



dual shock



memory card

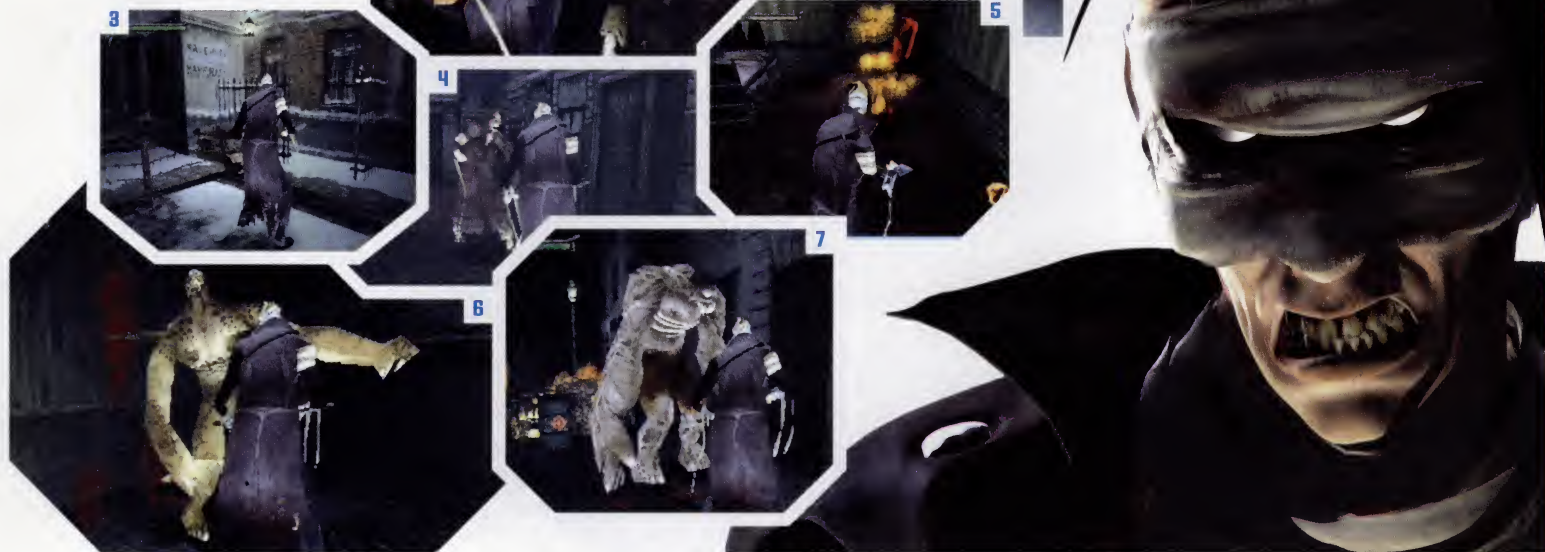


number of players

12 Evocative backdrops makes *Nightmare Creatures II* a pretty (if extremely dark) game.

35 New baddies emerge as you travel through catacombs, nightmarish hilltop castles and the streets of Paris and London.

67 Even huge monsters can be hacked by your mighty axe, accompanied by oodles of gore.



Nightmare Creatures II

Kill, maim and hack through evil hordes in this monster-mashing sequel.

The survival horror goalposts have shifted immensely since the first instalment of *Nightmare Creatures* was released. Titles like *Resident Evil 3 Nemesis* and *Silent Hill* are ambitious benchmarks to compare yourself with, but to its credit developer Halisto has done just that with its revamp of a respectable, if slightly cheesy, original.

Once again your task is to put a stop to the machinations of Adam Crowley, a surgeon-turned-body-tamperer with designs on mass destruction. His nightmare creatures are genetically modified man mangers with a thirst for blood and mindless determination to kill everything in their path. Armed with a tasty axe and a host of weapons you are more than a match for even the biggest of foes, so be prepared to turn your screen red with blood in a game that relies on gore and atmosphere for kicks.

Set primarily in London and Paris in 1934, *Nightmare Creatures II* certainly looks the part. The two cities, particularly Paris, are evoked well and the Parisian graveyard is a dead ringer for Père Lachaise, final resting place of Oscar Wilde and Jim Morrison.

The decent lighting and weather effects, backed up with ambient *Silent Hill*-esque background music, make it more grown-up and satisfying play than the original, but the gameplay relies too heavily on gore. Most secrets, and even the route forward, are hinted at by anomalous pieces of scenery or unusual detail, giving you a sense of being directed through, rather than exploring the landscape. Frustratingly, when you approach obstacles you are thinking, "Am I supposed to be able to climb that?" Rather than, "Can I reach that ledge?"

In the continually evolving world of PlayStation games developers have to run just to stand still. But Halisto has made great progress, adding a decent swimming mode and removing

the atmosphere-denting time gauge that originally had you frantically chasing round to find a zombie to bash before your energy drained. Halisto has also tackled the first game's messy fighting system by introducing an engagement mode, where you are locked in combat with a foe and cannot escape without beating them. This makes for more orderly battles but contributes to the linear feel of the game as you jump from one fight to the next, with damage to secondary opponents only arising when you catch them with the side-swipe of your arcing weapon. And, despite the fairly imaginative pick-ups, you are restricted to wielding your axe as the primary weapon.

The monsters are all well drawn and intimidating, and while repeated combinations will see-off the weaker ones, as the game progresses you do need to become a little more thoughtful in your approach. Each foe can be finished off with a fatality move, which is initially satisfying, but soon becomes mundane. Thankfully, it's also optional.

Nightmare Creatures II is graphically accomplished and fun to play, but it lacks the sophistication that comes as standard in other survival horror games. However, the missing features such as side-step and look commands are not as significant as the deficits in the plot development and puzzling. *Silent Hill* managed to expertly deploy cinematic techniques to create sympathetic characters and generate a genuine sense of unease. *Nightmare Creatures II* fails to pull off the same trick because of infrequent cut-scenes and long loading times that often precede, and so give away, surprises. It's simple, good-looking, blood-thirsty fun that could have been so much more.

Lee Hall



| | |
|----------------------|---------------------|
| Publisher: | Ozisoft |
| Developer: | Honami |
| Release date: | Out now |
| Origin: | Europe |
| Style: | Adventure |
| Price: | \$79.95 (NZ\$99.95) |

WHY NOT TRY...

| | |
|--------------------------------|-------------|
| <i>Resident Evil 3 Nemesis</i> | 9/10 PSM 30 |
| <i>Silent Hill</i> | 8/10 PSM 24 |
| <i>Nightmare Creatures</i> | 7/10 PSM 8 |

VERDICT

7

Kalisto's commendable ambition and improvements to the original are compromised by too many niggles, preventing *Nightmare Creatures II* from being an outstanding game. Fun in small doses.

GRAPHICS
GAMEPLAY
LIFESPAN

8 Pretty and evocative, but lacking in foreground detail.
7 A fun hack 'n' slash marred by minor irritations.
7 Critically shortened by the lack of secrets and sub-plots.



steering wheel



analog



memory card



dual shock



number of players



19 Cartoon cutesy it may be, but the handling is serious enough to appeal to older gamers.

47 Unfortunately Mickey and Donald couldn't make it, but you will be able to play as the henchman from *Duck Tales*.

88 Loss of graphical detail is the least of the split-screen mode's worries. Where are all the other racers? It's mighty lonely out here...

Disney World Magical Racing Tour

One more rendition of "Zippity Doo Dah" and we're calling social services...

E.V.I.



| | |
|----------------------|---------------------|
| Publisher: | Ozisoft |
| Developer: | Eidos |
| Release date: | Out now |
| Origin: | UK |
| Style: | Hart racer |
| Price: | \$79.95 (NZ\$99.95) |

WHY NOT TRY...

| | |
|--------------------------|-------------|
| <i>Crash Team Racing</i> | 9/10 PSM 28 |
| <i>Speed Freaks</i> | 8/10 PSM 25 |
| <i>Chocobo Racing</i> | 7/10 PSM 25 |

VERDICT

6

GRAPHICS
GAMEPLAY
LIFESPAN

- 8 Good depth of field and details galore.
- 7 Initially promising, with good handling.
- 5 Let's mention it again: no four-player mode.

There's something unnatural about teaching Tim Rice lyrics to children of six or younger, but if you've got nieces or nephews, you'll already know the selling power of Disney.

At first glimpse, *Magical Racing Tour* appears to be a very credible alternative to the karting efforts currently available and perfectly sanitised for the younger audience. The handling's good and all the old tricks – starting grid turbos, powerslide boosts – are included for more sophisticated players.

Magical Racing Tour has also discovered another way to license Disney. The circuits are not just obstacle courses but rides based on theme park attractions, with animated sideshows and distractions designed to be glimpsed briefly as you hurtle past at high speed. Even the karts change accordingly, becoming snowskis on the slopes, jeeps in prehistoric ride and little *African Queen* tugs for the jungle river. There are plenty of shortcuts to explore, and for the first few hours you will be whooping like a six-year-old at some of the touches.

But there is a price to pay for all this. The game only supports one or two players, while its rivals boast four-player MultiTap support. Worse, the lower graphical detail of the split-screen option doesn't even feature any CPU karts, so

head-to-head becomes a lonely affair when one player takes an early lead.

The long-term appeal of a solo game is also limited because most of the power-ups are copied from games where they were intended for multiplayer emphasis: witness the zapper that turns all other karts into slow, squashable frogs. In a single player game, it's simply bad design to repeatedly hit the player with dangers they can't avoid. And no, you're not imagining things, because the other karts really are out to get you. They'll happily huddle on your tail, power-ups at the ready, without sabotaging each other.

Oh, and you may need to explain some of those characters to your nephews and nieces. Sadly, Mickey and Donald couldn't make it. Instead you get somebody you'll remember as the villain's second henchman in *Duck Tales* episode 87...

There's still a good deal of fun to be had with it, regardless of age, but *Magical Racing Tour* imitates other kart racers without grasping what makes them fun.

And thank your lucky stars we haven't had space to mention the songs.

Zy Nicholson



Some entertaining tracks with shortcuts aplenty, but a few design problems under the bonnet leave *Magical Racing Tour's* long-term value in doubt. Stick to *Crash Team Racing*.

Ballistic

Publisher: **Ozisoft** Developer: **THQ** Release date: **Out now** Origin: **US** Style: **Puzzle**

Players: **Two** Extras: **Memory Card, Dual Shock, Analog** Price: **\$79.95 (NZ\$99.95)**

You haven't been addicted to a game until you've played *Ballistic*. Its presentation and concept is simple, but it's the most fun puzzler you're likely to come across. It has the dangerous facade of appearing easy and it is here that the first trap lies... Coloured balls move towards the centre of the spiral that you need to protect.

VERDICT

8

By firing off randomly coloured balls you can do one of two things: get out of a sticky and frantic situation with a spectacular combo, or add to

your inevitable detriment by miscalculating where the ball will land. This takes much more than simple logic and you'll often find yourself in panic mode. Various aspects can throw your whole game plan out of whack – balls can be randomly selected, move in different order and increase in speed. *Ballistic* is definitely a game that you'll find yourself coming back to. While it doesn't have the depth that'll have you playing it every day, you will still be hooked. Two-player comps against a buddy are brilliant fun. Puzzle heaven! **RY**



Spin Jam

Publisher: **OV Software/Empire** Developer: **Ni2** Release date: **Out now** Origin: **Japan** Style: **Puzzle**

Players: **Two** Extras: **Memory Card** Price: **\$79.95 (NZ\$99.95)**

There's no doubt that *Spin Jam* is based on Taito's evergreen *Bust-A-Move* series. You fire coloured balls at a central spindle that you rotate to determine where they'll land. When three balls of the same colour are grouped they start to pulse, then explode and disappear. The explosion also sends the balls on the other side

VERDICT

6

of the spindle flying out towards big coloured petals. If balls hit petals of the same colour, they stick and when the petal is full, it bursts. *Spin Jam* does what it

does very capably, but it's as much about filling petals as making chains, and keeping focused on both feels more like a chore than a challenge. The two-player game works in much the same way as *Bust-A-Move's* Versus mode, with filled petals sending balls on to your opponent's screen. It's fun, but a little bit too fussy. There are lots of levels, a decent two-player mode and the visuals are a good impression of Japanese puzzle cuteness. But with no fewer than four *Bust-A-Move* clones out there already, you have to wonder who's going to want this. **CB**



Legacy Of Kain: Soul Reaver

Publisher: **Ozisoft** Developer: **Bios** Release date: **Out now** Origin: **UK** Style: **3D adventure**

Players: **One** Extras: **Memory Card, Dual Shock, Analog** Price: **\$49.95 (NZ\$49.95)**

Soul Reaver is one of the best games you'll ever play on any system. Blood, gore, action, ghouls, dead men walking, puzzles... It's got everything that you could ever want in a 3D adventure title. The sheer size of the levels to explore is amazing and there's practically no loading time. Getting Raziel to run, jump, hack,

VERDICT

9

slash, pull, throw and impale is an easy task. And you'll need to be able to perform all of these tasks on those trying to destroy you. Some enemies can be killed

with a few presses of the attack button, but there are some that need to be destroyed more creatively, like being impaled on a wall or dissolved in water. You can also creatively use items that would seemingly be eye candy, such as flaming torches. *Soul Reaver's* atmosphere is superb, from the brooding, orchestral music to the deep, baritone voiceover. With seemingly endless levels to explore and a variety of creative ways to tear entities apart, it is easy to recommend *Soul Reaver* to anyone who enjoys quality, mature gaming. **EC**



The Misadventures Of Tron Bonne

Publisher: **Ozisoft** Developer: **Capcom** Release date: **Out now** Origin: **Japan** Style: **Action RPG puzzler**

Players: **One** Extras: **Memory Card** Price: **\$79.95 (NZ\$99.95)**

Driven by a lust for jewels and the desire to Hoover up enough cash to pay her brother's ransom, girl genius Tron Bonne goes on a crime spree, aided and abetted by her inept accomplices, the servbots. Game-wise this means an adventure that's part puzzler, part RPG, part 3D blaster and part utterly mad. Its action sections have you rotating on the spot to move in a specific direction and clumsily circling to avoid incoming fire. What's more, the adventuring

VERDICT

5

is little more than an item hunt set in a maze. Like stablemate *MegaMan Legends*, with which it shares a game engine and many members of its cast, *Tron Bonne* is aimed squarely at gamers of more tender years. Capcom has concentrated most of its efforts on the battling and adventuring side of things, but this soon becomes painfully tedious. The only lasting pleasure is offered by the puzzle mode, where you rearrange crates using a version of your Gustaff mech suit. At best, *Tron Bonne* might keep nippers amused for an afternoon... **PW**



China

Publisher: Sony Developer: Cryo Release date: Out now Origin: Europe Style: Point and click adventure
 Players: One Extras: Mouse Price: \$49.95 (NZ\$78C)

It's 18th century China and inside the Forbidden City, Chief Eunuch Wang has been murdered. As the Emperor's trusted superintendent, it's your job to crack the case by sundown or your honourable arse is grass. It's the usual fare of clue-gathering and pre-school puzzle-solving, with lots of tedious toing and froing and talking to poorly animated eunuchs with British accents. But unlike other examples of this quaint genre, *China* doesn't even attempt to counter its

prehistoric game mechanics with a wealth of beautifully rendered locations, instead offering an embarrassingly meagre selection of blurry, featureless locales for your passive 360-degree enjoyment. With no exploration, decision-making or indeed interaction of any kind to speak of, gameplay is reduced to enduring conversations, reading hyperlinked text from the extensive in-game encyclopaedia, and trying to decipher the illegible game map. And just to put the icing on the cake, the loading times are horrendous. AH

VERDICT

2



Pop 'N Pop

Publisher: Jack Of All Games/JVC Developer: Taito Release date: Out now Origin: Japan Style: Puzzle
 Players: Two Extras: Memory Card, Dual Shock Price: \$69.95 (NZ\$99.95)

Beneath the innocent, almost childish visuals lurks an inherently evil puzzle game. Releasing helium-filled balloons that burst when they come into contact with other balloons of the same colour may sound like a harmless pastime, but it's dangerously addictive. Not surprisingly, *Pop 'N Pop* bears more than a passing resemblance to many of Taito's previous puzzle efforts—the *Bust-A-Move* series in particular—yet it's more noodle taxing than any of them. There are several modes of play

to choose from, including a fiendishly difficult, 100-level checkmate mode where you have a limited number of projectiles with which to clear a screen by setting up chain reactions. There's also a family mode, which is great for younger players. *Pop 'N Pop* is one of those rare titles that anyone can enjoy, no matter how joypad literate they are. This won't win awards, but it's a fun, unoriginal, two-dimensional, brain tickling little number that's well worth the asking price. It won't corrupt your mind, but it will give you sleepless nights aplenty. JC

VERDICT

8



Mighty Hits Special

Publisher: Jack Of All Games/JVC Developer: Altron Release date: Out now Origin: Japan
 Style: Shoot 'em up Players: Two Extras: Memory Card, G-Con, Mouse Price: \$69.95 (NZ\$99.95)

The premise of *Mighty Hits* is quite simple — you have to shoot at a series of targets to score points in any one of 35 different games. Think *Point Blank* goes to the sideshow and you're close to the money. Fluffy rabbits, flying mackerel and toy trains are among your targets, but the gameplay on offer isn't anything like as varied as this formidable prey. A few of the events contain puzzle-solving elements or tests of memory, but nothing that's going to give you brain strain.

VERDICT

6

The difficulty level varies greatly as you progress into the game and depends a great deal on your choice of control method. Overall you are much better off using a decent lightgun, but certain events can be made much easier with a PlayStation mouse or joypad. Not a bad game, but its appeal is rather short lived. Even the two-player mode is only good for a quick blast. Not reason enough to buy yourself a lightgun, but if you have one already, brush off the dust and cobwebs and take a look — worth hiring for a night of fun. A hit. Well, ish. JC



Psychic Force 2

Publisher: Jack Of All Games/JVC Developer: Taito Release date: Out now Origin: Japan Style: Adventure
 Players: Two Extras: Memory Card, Dual Shock, Analog Price: \$79.95 (NZ\$99.95)

This has to be one of the strangest fighting games ever. Not only can the combatants defy gravity and fire numerous psychic projectiles, but the brawling zone is a giant clear cube that likes to float above cities, volcanoes and the like. There's plenty of room for the characters to fly about, but this isn't always a good thing. Ninety per cent of the fights end up with the participants hurling fireballs at each other from opposite sides of the screen until one of them screams and falls

to the bottom. Worse still, the cube's only function is to trick you into thinking that you're fighting in a 3D environment, which you're not. As far as gameplay goes, *PF2* offers nothing over conventional 2D fighters, except the ability to float rather than jump around the screen. There is a dodge button that enables you to dart around your opponent and attack them from different angles, but you'll rarely get close enough to use it. There are several different gameplay options, but the characters don't vary much beyond their appearance, making for repetitive gameplay. JC

VERDICT

4



Vampire Hunter D

Publisher: **Jack Of All Games/JVC** Developer: **Victor Interactive** Release date: **Out now** Origin: **Japan**

Style: **Action** Players: **One** Extras: **Memory Card, Dual Shock, Analog** Price: **\$79.95 (NZ\$99.95)**

D is for Dunpeal: that's you. Half man, half vampire. It's 12,090 and vampires more or less rule the Earth. Humans maintain a strong underground resistance, financing bloodsucker bounty hunters. So, off you go to a big, scary castle on a hill to rescue someone's daughter who has been abducted by... A vampire! It plays

like *Resident Evil* without the graphics, style or shock factor. So match-the-keys-to-the-doors, then. Oh, and the occasional button-bashing sword fight. The

main problem is the curdled mix of atmospheres – it's either a grim, *Doom*-y, Gothic creep-around or a faintly tongue-in-cheek, cartoonish horror thing. Combat is a mix of paralytically tiresome hack-and-step-forward, hack-and-step-back, and awkward experimentation with potions to find out which works best against which monster. The camera angle switches are hopeless and confusing, the graphics fluttery, and the cut-scenes terribly paced. We may have been inundated with survival horror, but compared to this, you'll realise what all the fuss is about. **AL**

VERDICT

3



Victory Boxing Challenger

Publisher: **Jack Of All Games/JVC** Developer: **Victor Interactive** Release date: **Out now** Origin: **Japan**

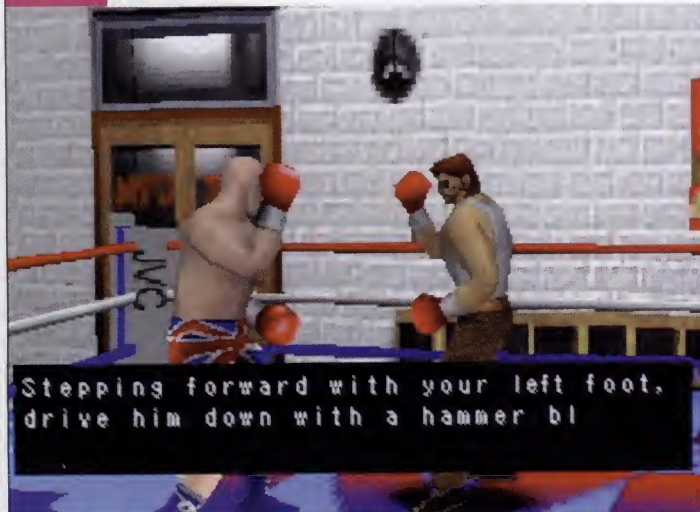
Style: **Boxing** Players: **Two** Extras: **Memory Card, Dual Shock, Analog** Price: **\$79.95 (NZ\$99.95)**

While pugilism is an angle that the *Victory Boxing* series has always avoided, a few chuckle-worthy moments crop up to punctuate the pedestrian pace and uninspiring camera angles of this third instalment. The slugging may be as tough going as three minutes in the ring with Anthony Mundine, but there's no denying the relative pleasures of creating your own boxer from the range of hair, face, body and fighting types on offer. Power, speed, life,

stamina and the ill-defined guts all need your attention before you attempt a real match. The selection of moves, too, need to be thoroughly mastered. The game's weakness is simply that the scrapping isn't as much fun as it should be. Few punches can be thrown without your boxer needing a rest, and some of the opponents verge on the psychic when it comes to guessing your next shot. Visually, too, it's disappointing, with basic models, glitchy ring graphics, and simply awful FMV-style cut-scene knockdowns. **MP**

VERDICT

6



Stepping forward with your left foot, drive him down with a hammer bl

In recent issues

| name | issue | score |
|-----------------------------|--------|-------|
| 4X4 World Trophy | PSM 36 | 5 |
| Armored: Project S.W.A.R.M. | PSM 35 | 3 |
| BattleTanx: Global Assault | PSM 35 | 7 |
| Beatmania | PSM 33 | 7 |
| Bishi Bashi Special | PSM 35 | 8 |
| Colin McRae Rally 2.0 | PSM 33 | 9 |
| Colony Wars: Red Sun | PSM 33 | 9 |
| Cool Boarders 4 | PSM 32 | 8 |
| Destruction Derby Raw | PSM 36 | 8 |
| Die Hard Trilogy 2 | PSM 33 | 7 |
| Dragon Valor | PSM 36 | 7 |
| Dune | PSM 34 | 4 |
| Eagle One: Harrier Attack | PSM 33 | 8 |
| ECW Hardcore Revolution | PSM 34 | 5 |

| |
|-------------------------------------|
| Ehrgeiz: God Bless The |
| Euro 2000 |
| Everybody's Golf 2 |
| F1 2000 |
| F1 Racing Championship |
| Fighter Maker |
| Fisherman's Bait 2 - B |
| Fear Effect |
| Gekido: Urban Fighters |
| Ghoul Panic |
| Glover |
| Hogs Of War |
| In Cold Blood |
| International Track & |
| ISS Pro Evolution |
| Jackie Chan Stuntmas |
| Jimmy White's 2: Cue |
| Legend Of Legaia |
| MediEvil 2 |
| Micro Maniacs |
| Muppet RaceMania |
| Need For Speed: Porsche |
| N-Gen Racing |
| NHL Rock The Rink |
| Player Manager 2000 |
| Premier Manager 2000 |
| Rally Championship |
| Rally Masters |
| Rescue Shot |
| Resident Evil Survivor |
| Road Rash Jailbreak |
| Rollcage Stage II |
| Rugrats Studio Tour |
| Star Wars Episode I: J |
| Street Fighter EX2 Plus |
| Street Skater 2 |
| Suikoden II |
| Superbike 2000 |
| Syphon Filter 2 |
| The Dukes Of Hazard |
| Theme Park World |
| Tiger Woods 2000 |
| Tombi 2 |
| UEFA Champions League: Season 99/00 |
| Urban Chaos |
| Vagrant Story |
| Vigilante 8: 2nd Offense |
| Wipeout 3 Special Edition |
| WWF SmackDown |

| | |
|--------|---|
| PSM 34 | 5 |
| PSM 33 | 8 |
| PSM 33 | 5 |
| PSM 35 | 6 |
| PSM 34 | 8 |
| PSM 34 | 8 |
| PSM 36 | 9 |
| PSM 32 | 6 |
| PSM 36 | 8 |
| PSM 34 | 8 |



win the lot!

top 50 games

It's on again! Don't miss your chance to participate in the Official PlayStation Magazine Readers Top 50 Games.



To be in with a chance to win the Top 50 games as voted by *PSM* readers, all you need to do is cut out the coupon on this page, fill in your details and name your three favourite PlayStation games ever.

Votes will be tallied and presented in a massive special feature in November naming *PSM* readers Top 50 games. And one lucky reader will win the entire 50 games, making them the envy of gamers across the country! The prize is worth over \$2500!

Don't delay, start cutting and scribbling now.

Conditions of Entry

1. Instructions on How to Enter form part of these Conditions of Entry. Entry is open to residents of Australia and NZ other than employees of ACP Publishing Pty Ltd and their associated agencies and families.
2. Competition opens August 16, 2000 and closes last mail September 26, 2000. Enter by using an original coupon as provided in issue 37 of Official PlayStation Magazine on sale August 16, 2000. The competition will be judged at 54 Park Street, Sydney, NSW, Australia, on September 27, 2000 by a representative of Official PlayStation Magazine at 11am. All entries are to be sent to Top 50, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028, Australia.
3. All entries become the property of ACP Publishing Pty Ltd, the promoter, 54 Park Street, Sydney. All entries will be entered into a database and the promoter may use the entrants' names and addresses for future marketing purposes unless otherwise advised by the entrant. As per the provisions of the New Zealand Privacy Act, all personal details of New Zealand entrants will be stored at the office of the promoter. A request to access, update and correct any information should be directed to that office.
4. The judges decision in relation to any aspect of the condition will be final and binding on every person who enters. No correspondence will be entered into. Chance plays no part in determining the winner. No responsibility is accepted for late, lost or misdirected mail.
5. Total prize value is over \$2500. Prize is not transferable or redeemable for cash. Any change in the value of the prize occurring between publishing date and date the prize is claimed is not the responsibility of the promoter.
6. The prize winner will be notified by telephone or security post and published in the November issue of Official PlayStation Magazine on sale October 25, 2000.

Proudly brought to you by

SONY



COMPUTER
ENTERTAINMENT

OziSoft
Pty Limited



NO worries

84 Powerline

Power your way through *Gekido*, *Le Mans 24 Hours*, *MediEvil 2* and more with Sony's Powerline!

88 Syphon Filter 2

Maps and tips for the final four levels of *Syphon Filter 2*, plus the 10 trickiest spots to watch out for.

92 Fear Effect

A comprehensive guide to the ridiculously hard parts of this four-CD epic lovingly rendered in MangaVision.

96 Any Questions?

Tips guru Richie Young provides solutions to readers' problems in *Muppet RaceMania*, *Tomb Raider: TLR* and more!

Found a game so addictive you've finished it overnight? Or perhaps a game so tough you're stuck on the first level? Fear not, for *PSM* has all the extra levels and sneaky cheats you'll need to keep you glued to your joypad. And if you need more help, you can mail Richie Young or e-mail playstation@acp.com.au and beg for help in next month's Any Questions? Or if time is of the essence, call the Powerline on 1902 262 662.



NO WORRIES

Powerline tips

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The Official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month.

Call 1902 262 662 (Australia only) and, once connected, press 0 to access the main menu (Australia only). The menu options are:

1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).
2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.
3. New and upcoming PlayStation games information.

4. PlayStation game of the month.
 5. This month's Top 10 titles.
 6. Information on PlayStation peripherals.
- The Powerline is charged at \$1.50 per minute (NZ\$1.69) – a higher rate applies if calling from mobile or public phones. Callers aged under 18 must obtain a parent's permission before phoning.

The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions in Australia and Syncomm Ltd in New Zealand.

For instructions on how to access the Powerline in New Zealand, please follow the instructions below.

POWERLINE

01707

In Australia call
1902 262 662

press 0 for the
main menu

press 1 to speak to a live
member of Team PlayStation

press 2 for cheats heaven and
have your game code handy

press 3 for new and upcoming
games information

press 4 for PlayStation game of
the month

press 5 for this
month's top 10

press 6 for information on
PlayStation peripherals

POWERLINE

In New Zealand call
0900 97 669

follow the
instructions

press 1 if you are a
Power User

press 2 for instructions on operating
the Powerline system

press 3 to select a game by
product code

press 4 to select a
game by name

press 5 for instructions on how to
connect your PlayStation

press 6 to leave
a message

Gekido

01241

Play as Akujin: Successfully complete Urban Fighters mode with any character on the hard difficulty setting to unlock Akujin in all modes.

Play as Gorilla: Successfully complete Urban Fighters mode with Travis and Michelle to unlock Gorilla in all modes.

Play as Kobuchi: Successfully complete urban fighters mode with Tetsuo and Ushi to unlock Kobuchi in all modes.

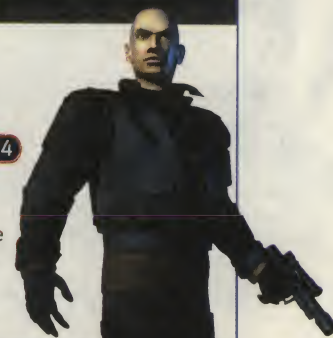


Colony Wars: Red Sun

01924

Cheat Code Option: Go to the Home Station and press R2 (x2), L2 (x2), R1 (x2), and Select (x2).

All weapons: Enter ARMOURY as a code.





02225

NHL 2000

Infinite timeouts: Press **Start** after a whistle, then enter the strategies screen and select Timeout. Immediately press **▲**, enter the screen again, and immediately press **✕**. This can be repeated until your line is full.

The Dude player: Enter the create-a-player screen and enter BRUCE WILLIS as a name. The announcers will refer to the character as 'The Dude' during the game.



01362

Le Mans 24 Hours

Swimsuit girl on loading screen: Enter JACKPOT as a name.

Space Race track: Enter NAIMAR as a name.

1999 Toyota GT1: Enter PINOU as a name. A race will immediately begin. Complete that race and the car can be driven on other tracks.

Hot Dog car: Enter HOTDOG as a name. A race will immediately begin. Complete that race and the car can be driven on other tracks.



02605

Colin McRae Rally 2.0

Faster game: Enter PRUNEJUICE at the cheat options screen. (Note: This is only effective in time trial, single stage rally modes.)

Bouncing collisions: Enter RUBBERTREES at the cheat options screen. (Note: This is only effective in time trial and single stage rally modes.)

Ford Puma: Enter COOLESTCAR at the Create New Driver Profile screen.



MediEvil 2

02544

To access a cheat option with infinite health, all weapons, level skip and infinite money selections pause the game, then hold **L2** and press **←**, **↑**, **■**, **▲**, **→**, **●**, **↑**, **■** while playing a game. Then pause the game and repeatedly press **↓**.





NO WORRIES

SYPHON FILTER 2

Need a hand? Use our maps and tips on how to get through the final four levels of *Syphon Filter 2*. We've also added some handy general tips, plus a guide to the top 10 trickiest bits.

GENERAL TIPS

1. Kneel down (by pressing **X**) when shooting to increase the accuracy of your shots.
2. Corners are your friends. Using kneel, manual aim and strafe at the same time enables you to peek round them to see what's ahead without putting yourself in danger.
3. If there are too many bad guys about, just leg it into a shady corner where you can pick them off individually.
4. On larger/later levels some of your enemies are able to regenerate themselves, so don't bother killing every single bad guy unless they're in the way or you need their armour/ammo.
5. Rolling around like a lunatic decreases your chances of being shot,

and is especially helpful when attempting to avoid head shots.

6. Remember, the knife and hand taser have infinite ammo and are silent. The crossbow is also silent and has a much longer range, but has limited ammo. Only use it if it's impossible to use the knife or hand taser. The longer-ranged air taser is noisy and you'll get noticed if you use it when there are people around.

7. The shotgun is great for ploughing through crowds of bad guys, but is not so hot at longer-range work.

8. The pistol is a surprisingly handy weapon, especially with a big fat silencer attached. Ammo seems to grow on trees too, so use it as much as you can, rather than wasting what ammo you have for the larger weapons.

9. Watch the radar for where the threats are.

10. If in doubt, don't leg it and shoot all your ammo off. Creep around and be cautious.



THE TRICKY TEN

Most of the game is easy, but there are a few hot spots to watch for. Ten, in fact.

LEVEL 2 - MCKENZIE AIRBASE INTERIOR

Once you've got your gear back on, creep up to the guard controlling the door and incapacitate him with your taser. Flick the switch, do a quick 180-degree turn and exit the room. Take a left out of the locker room and at the end of the next corridor turn right. The door should now be open, so make use of it. Don't stop until you've got into the next area or you'll get locked between two security gates. Once through, let the doors close behind you and hide on the left until you can zap the next guard.

LEVEL 4 - 1-70 MOUNTAIN BRIDGE

The time limit is just two minutes, so get your skates on. Creep to the right and hang off the bridge. Move along the edge until you've passed the first vehicle and you can get back up safely. Creep to the next truck, but watch out for the two guards that are patrolling it. Stay behind them until you can get to the back of the vehicle and retrieve your sniper rifle and a gas grenade. Keep following the two guards round until you get to the front of the truck. Now sprint back to the

Commander and his buddy and gas grenade them both. Job done.

LEVEL 5 - MCKENZIE AIRBASE EXTERIOR

Hanging and dropping off the roof alerts the attention of a guard. Get to the left of the front of the truck and crouch down, keeping an eye on the investigating guard. As soon as he's gone round the back of the truck, creep up to where he came from. Turn left and climb over the crates as quietly as you can. The guard's mate will be waiting on your right-hand side for you to test your taser out on him. Now hunt down the first guard and give him the good news.

LEVEL 10 - MORGAN (SHOWDOWN)

Get running to the right and keep running clockwise around the perimeter, avoiding Morgan's shots. Stay away from the barrel at one end because if a stray shot blows it up, you'll go with it. As soon as Theresa gives the word, stay where you are and aim a little to the left of the crates that are nearest you. Point the crosshairs a couple of pixels above the join of the two colours on the wall and wait until Morgan gets close. Keep shooting as he comes from the right and he should run straight into your line of fire.

LEVEL 12 - MOSCOW STREETS

After the two Russian police run past to the right, go and hide on the other side of the street, facing where they came from. Slowly make your way to the nearest car until the bad guy on the roof starts shooting things. Quickly return to your hiding place and snipe him from there. Once done, move cautiously up until another guy starts shooting from the roof. Turn and run back a short distance before sniping for a second time. Repeat this process for all the grenade-toting,

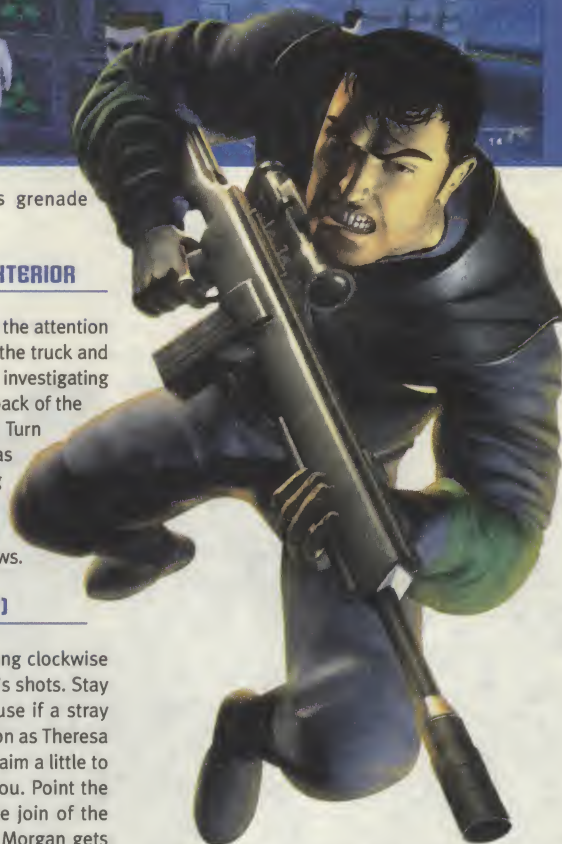
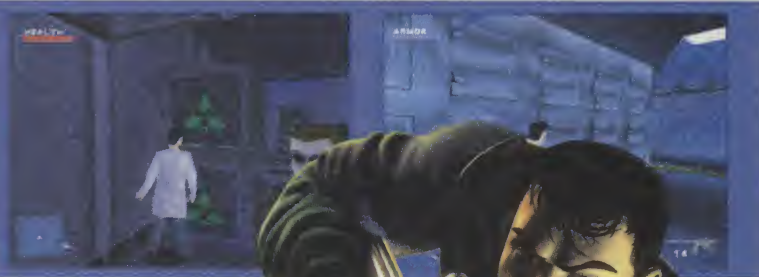
roof-mounted Russian bad guys until you get to the junction where you'll meet Gregorov again.

LEVEL 14 - GREGOROV (SHOWDOWN)

Creep to the centre podium and keep it between Gregorov and yourself at all times. When he's underneath a light, shoot the opposite one and keep an eye on where he goes. When he's under another light, do the same again, still watching where he goes. Repeat this until all the lights are out. He'll creep around pretty much blind in the dark, and you'll have the upper hand with night vision. Hunt him down and incapacitate him with your taser, but be cautious as he wanders randomly and could turn round and bump into you at any point.

LEVEL 15 - ALJIR PRISON BREAK-IN

After creeping away from the first two guards at the start of the level, keep going straight on until you come across the third guard. Zap guard three and then leg it as fast as possible round the left-hand bend that you passed earlier. Follow the corridor round, while arming your crossbow. Now get a move on. Incapacitate guard four and go and stand over his body. By this time guard five will have gone to investigate guard three. Aim and shoot guard five (but not in the head) before she realises what's going on and raises the alarm. Job done.





NO WORRIES

THE TRICKY TEN CONT...

LEVEL 16 - ALJIA PRISON ESCAPE

Two psycho prisoners have got their hands on some weaponry but you're not allowed to kill them. Retrace your steps through the gate you shot open and go right. Watch out for the human bonfire, and duck behind the corner where the burnt corpse ends up. Aim down the walkway to a guard with a tear gas gun and try not to get shot by it. Once you've given him some lead to the head, go and retrieve his weapon. Take this back to the nutty prisoners and shoot the floor between them. They'll go out like a light.

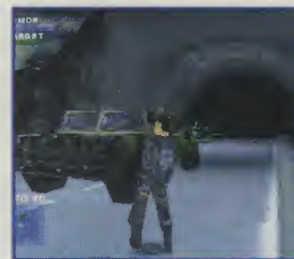
LEVEL 17 - AGENCY BIO-LAB

To get past the guard with his back turned (just after the decontamination room), return through the decontamination room and turn to the right. Make sure you walk, because running will alert the guard down the corridor.

In the corner is a stretcher with a knife on it. Pick the knife up, silently kill the guard down the corridor if you feel the urge to, and then go back to the other guard and kill him, too. Now you can go and get your gear, which is at the end of the corridor to the right.

LEVEL 19 - NEW YORK SLUMS

After hearing the stranded cop call for backup near the end of the level, run over to her on the left to find out what she wants you to do. When control returns, shoot off some rounds in the direction of the two snipers. They don't have armour, so just use auto aim to save time. With any luck, the snipers will have ducked out of the way of your fire, and let the cop run past to see her mate. After the cut scene, whatever you do don't go back to her. If you do, she'll blast your head off, and there's no need for that.



KEY TO MAPS

- Start (Levels 17, 19, 20)
- Start (Level 18)
- 📷 Security camera (arrow indicates which way it's pointing)
- 🔑 Air vents
- 🔫 Weapon/Ammo
- 👕 Flak jacket
- 🔘 Switch
- (Top)
- (Front)
- (Bottom)
- ➡ Bad guy (arrow shows direction of movement)



Objective target



Sniper guy



Bad guy who appears after you pass this point and turn back



Bad guy's truck



Car

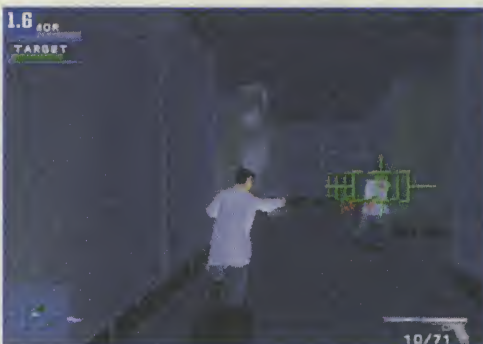


Goodie

LEVEL 17 - AGENCY BIO-LAB

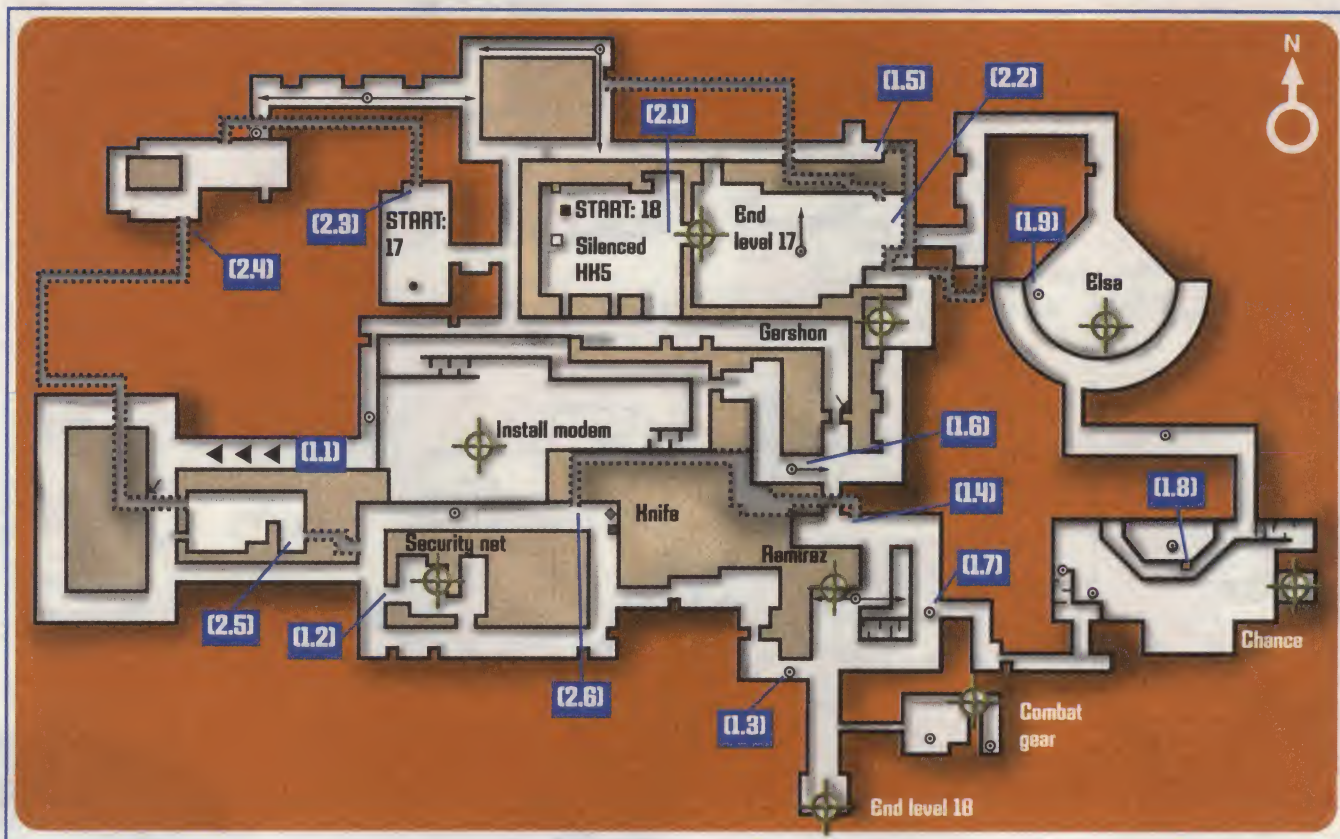
Leave the room and turn right. Follow the corridor round to the right. Follow the lab-technician **1.11**, but turn right at the T-junction. Avoid facing the guards. Take the first right, and at the T-junction go through the door on the opposite wall **1.21**. Operate the Security Net. Take the other exit from the room and turn left. Take the knife from the stretcher in the corner, turn back and take the first left. Kill the next guard **1.31**. Turn right, enter the room at the end, kill the guys and retrieve combat gear. Exit, follow the corridor round, snipe the two guards (bottom one first), and talk to Ramirez. Exit through the only open door **1.41**. Go straight on, scramble the security camera and follow the corridor round. Take the next two rights. Open the door and snipe the guard in front **1.51**. Avoid the security camera on the left and enter the vent at the end. Talk to Gershon. Run round the right-hander and quietly kill the lab-tech **1.61**. Follow Gershon and install modem. Kill the guards and escape via the

entrance. Return to Ramirez and go through the newly opened door **1.71**. Kill the two guards, run up the ramp in the opposite corner and pull the switch **1.81**. Talk to Chance. Exit through the near door. Observe Elsa, then snipe the lab-tech **1.91**. Follow the route round, kill the lab-tech and run to the door.



MAP LEVELS 17 & 18 - AGENCY BIO-LAB & BIO-LAB ESCAPE

Logan's locked down in the secret biological laboratory. Time to slaughter some scientists and break the hell out of there.



LEVEL 18 - BIO-LAB ESCAPE

Turn round and pick up the HK5. Wait for the guy to blow himself up (1.1). In the next room, enter the vent to the left (2.2). When you come out, run round to the right. Take the second right and then right again into the start of the previous level. Climb onto the desk and enter the opposite vent (2.3). In the freezer room, enter the other vent (2.4). Follow it round and enter the next room, then into the next vent (2.5). When you get out, run and roll round to the right until you reach the next vent on the right-hand wall (just past the stretcher) (2.6). In the room where Ramirez was held, run straight to the other end, past where you got your gear, and to the end of the level.

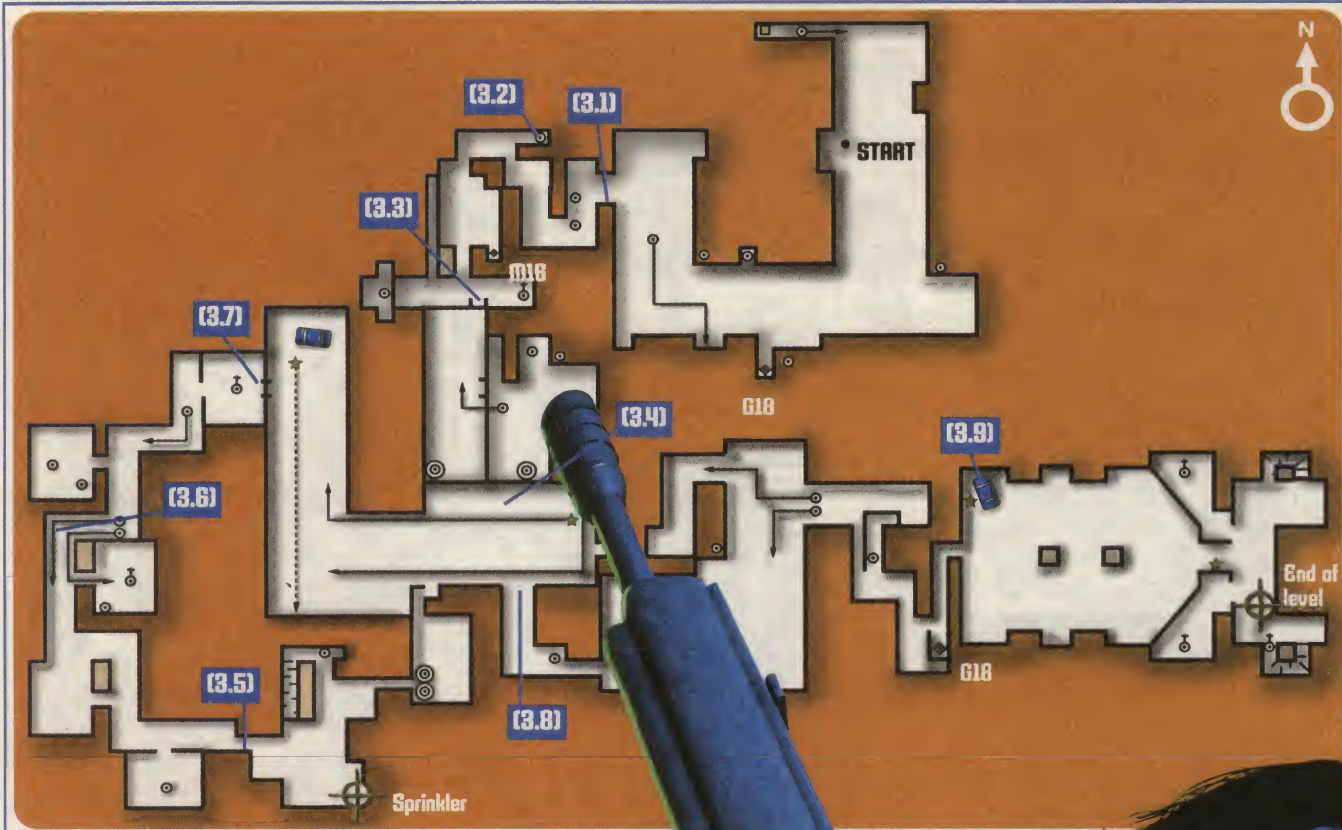




NO WORRIES

MAP LEVEL 19 - NEW YORK SLUMS

It's like a jungle out there. Tenement blocks, crack dealers and a bunch of blokes with big guns trying to blow your head off.



LEVEL 19 - N.Y. SLUMS

Run right. Kill the bad guys and enter the shop to the left **[3.1]**. Go over the counter and round the back. Kill the guy round the corner **[3.2]**, then climb onto the box outside and onto the roof **[3.3]**. Climb up to the left, kill more bad guys and drop into the street **[3.4]**. Go down the steps on the other side of the street, fall through the floor and turn on the sprinkler. Enter the run-down building **[3.5]**. Work your way round, killing the snipers until you find the policeman **[3.6]**. When he gets killed, run past his corpse. Kill

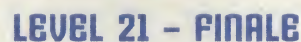
the remaining snipers. Exit through the window **[3.7]**, back onto the street. Run back round to the left, kill the snipers on the roof, and go down the other opening on the right **[3.8]**. Go right by the van and help the cop **[3.9]** (see 'The Tricky Ten' on page 87). Go up the steps and kill the remaining snipers.



It's cold, it's dank and it smells a bit peculiar. Welcome to the detritus of Noo Yoik city. Anyone got a clothes peg on them?



From the start, follow the right-hand wall all the way round until you enter a room [\[4.11\]](#). Clear it of bad guys and flick the sewage switch. Leave the room and turn right. Keep to the right-hand wall until you get to the round sewage tank [\[4.21\]](#). Drop carefully onto the edge and climb up to the left. Get on the right-hand side and follow it round again. Clear the bad guys by the control panel [\[4.3\]](#) in the room and go to the bar. Face the wall and hang from the bar [\[4.4\]](#). Move left, killing anybody you can. Follow Theresa into the garage [\[4.5\]](#). Clear each level and the stairs until you reach the fourth level. Blow up all the vans and go up the big ramp.



The end is nigh. Find Chance and kill him.

Waste no time. Get running out the door and to the right straightaway, and head for the helicopter. Right in the middle of it, under the main rotor blades, you can load up with all manner of weapons, and round the other side of the helicopter is a flak jacket should you need it. Don't shoot Chance yet. Arm yourself with the automatic shotgun, but don't fire. This beast has very little ammo, and you'll probably need it all. Head for the tail and keep rolling back and forth underneath it until you can lure Chance between yourself and the tail blades of the chopper. As soon as you're lined up so that you're facing the rear blades and he's right in your line of sight, fire that shotgun at him. The impact of the shots throws Chance backwards and he can't return fire when he's off balance. Keep blasting him towards the spinning blades until you've manoeuvred him right into them. Where he belongs.





NO WORRIES

FEAR EFFECT

A masterpiece lovingly-rendered in Mangavision. The problem? It's ridiculously hard in places. But have no fear; we've put together a comprehensive guide to enable you to enjoy the entire game.



FIGHTING TALK

Half of *Fear Effect* centres on blowing away Triad hordes or dispatching legions of the damned back to their spirit world. Handling the characters is a trifle tricky to begin with. Practice on the helipad before starting the game and you should quickly become accustomed to the controls. Follow these steps when fighting to keep yourself alive...

SILENT HILLS

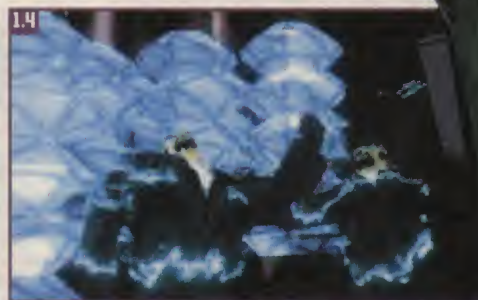
The first disc offers the opportunity to hone your assassination skills. Using the **R2** button and the directional pad, sneak round corners and across changeover game screens to creep up behind enemies. When you're close enough to them (and quiet enough) the Target icon at the top of the screen will turn red and one tap of the **X** button will take 'em out. Use your knife (Hana), smackjack (Glas) or brass knuckles (Deke) to conserve ammo and stay silent, but take care not to leave yourself open to retribution.

TWO-HANDED ATTACKS

Pretty quickly you'll get the chance to wield two guns at the same time in true John Woo style. This is especially handy when caught in a firefight with multiple baddies. Try and position yourself so that your guns are pointing at two targets simultaneously before pulling the triggers. Get it wrong and you might down one baddie while the other fills you with lead.

DUCK AND ROLL

It's advisable to keep moving if you find yourself in a sticky situation. Use **L2** and the directional pad to roll away from gunfire, then leg it holding down **R1**. Hold down **R2** to duck and fire. This is particularly effective against the slow-moving green zombies on Disc Two.



COLLECTING AMMO/ITEMS

Every time you kill a baddie, they drop something. It's usually ammo, but occasionally they leave items that you need to progress. The best policy is to pick up everything they drop. As you get further into the game you get bigger and better weapons. Try and conserve as much ammo as possible by using your silent weapons and pistol.

SAVE POINTS

You pass over save points at various stages in each level, indicated by your mobile ringing and a Save icon appearing at the bottom of the screen. Scroll to your phone using the **●** or **■** button, use **▲** to save at every opportunity – who knows what awaits you round the next corner?

Right then, you should be ready to start. If you really can't handle dying for the umpteenth time at the same bit, check out 'Cheat Codes' below for infinite health and ammo.

KEY TO MAPS

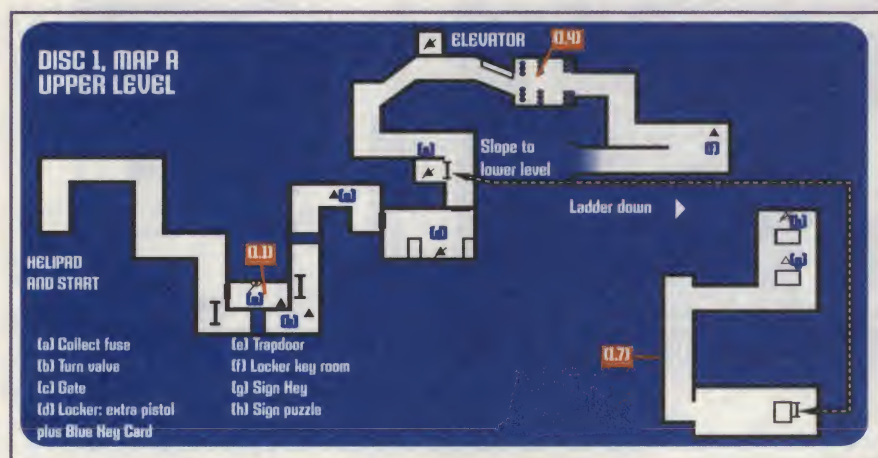
▲ Item to pick up ▲ Puzzle/door to be unlocked/solved

CHEAT CODES

Don't think you can get through, even with our shiny maps? Enter these codes on the Credits screen as the names are scrolling upwards for instant gain...
Expert mode: **↓, ↓, ↓, ▲, ↓, ↓, ↓, ■, ←, →**
All weapons: **↓, ▲, ↑, ↓, ●, ●, ▲, ▲, ↑, ●**
Infinite health: **↓, ▲, ←, ↓, ●, ●, ▲, ▲, ←, ▲**
Infinite ammo: **↓, ▲, ←, ↓, ●, ●**

Instant puzzle solution: **↓, ▲, ←, ↓, ●, ●, ←, ←, ←, ↑**
One hit kill with guns: **↓, ▲, ←, ↓, ●, ●, ▲, ▲, ←, R1**
One hit kill with secondary weapon: **↓, ▲, ←, ↓, ●, ●, ▲, ▲, ←, L1**
Rapid fire: **↓, ▲, ←, ↓, ●, ●, ←, ←, ←, ←**





DISC 1

[1.1] Hana – say cheerio to Glas and ride the helipad upwards. Follow the walkway round, silently killing the guards as you go, until you reach a small building. Take a peek through the window to see a lever. Shoot the glass out, climb in, pull the lever, collect the fuse behind you and get out again. Climb to the top of the building to turn the valve. Climb down the other side and collect the Gate Key and on you go.

[1.2] Carry on around the walkway, noting the not-yet-working elevator on your left. Collect the Red Key Card and go into the Locker Room (locker 67 needs a key). Watch the video screens for a bit, then exit through the left-hand door, noting the unopened trapdoor to the left when you get outside.

[1.3] Carrying on along the walkway you reach your first big encounter at the Power Grid. Get the big guns out and use evasion tactics for victory. This done, continue on round the path until you reach a room full of packing cases. Collect the Locker Room Key on the floor and return to locker 67. Woo time! Now run back to the room where you found the key and take the slope downwards, taking advantage of your new two-weapon capability.

[1.4] Head left to locate the Fuse Box. Insert the fuse you collected earlier that powers up the lift and head back again. On your way you will come to the first puzzle. The power grid has been electrified. Study the pattern that the electric current follows and run around the squares at the appropriate time. This done, carry on to take the elevator down a level.

[1.5] Exit the lift and take the wire cutter from the wall to the left. Carry on going, jotting down the sequence of coloured flashing neon lights, until you reach a door, which opens with the Blue Key Card. Take out the first two guys before moving forward to very carefully take out the third bloke without hitting Jin, the human bomb. Leave the ammo and stuff that they drop for later.

[1.6] Time to test your bomb disposal skills. Using the neon lights as a guide, select the wire cutters and manoeuvre over the bomb, snipping the appropriate wires as you go. The snivelling Jin adds to the tension, but you've got plenty of time so don't panic. If you can't suss out the sequence, here you go: orange button – cut red and yellow wires; purple button – cut red and blue wires; green button – cut blue and yellow wires. Was it really worth the stress?

[1.7] Boss man has nicked the elevator. First return to the bomb room to pick up stuff. Then go to the Emergency Exit (red door) and use the C4 to blow the bloody door off, backing up a little to avoid the blast. Now run back to the opened trapdoor by the Locker Room and descend the ladder. Sneak out and slash the two guards on the ledge. Observe the massive Chinese symbols above you; you'll need them in a moment, before continuing back into the building.

[1.8] You come to the first boss who legged it earlier. Using the blocks of computer panels as cover, avoid the boss' machine-gun fire and pop out to shoot him only as he reloads. Keep your attacks short, be patient and he should be disposed of fairly easily. When he's been defeated, collect the Sign Key, using it to access the Sign Puzzle on the left-hand wall. Match up the Chinese characters that you saw on the outside of the building with those on the Sign Puzzle, pressing \times on each when the correct order is displayed. Now return to the trapdoor ladder from where you entered.

[1.9] Glas gets curious and goes to find Hana. Escape the hoverjet's gunfire by speedily weaving around the fires and climbing the ladder at the back of the screen. You've already been here with Hana; go round to the small building that she looked in at the start and climb halfway, and only halfway, up the ladder. Time the rest of the climb according to the pattern of the hoverjet's gunfire, then leg it across the roof and climb down the ladder on the other side.

[1.10] There is a pipe on the floor by the rubble. Take it and use it on the boiler thing to your right. This done, take a step back and shoot the boiler when the crosshairs appear, minding the explosion. Then go to the hole and take a look.

[1.11] Hana needs to escape. Quickly run to the centre of the screen, pick up the knife on the floor and kill the guard using your now perfect fighting skills. Creep out of the room to silent-kill the guard. Collect his weapon and use it to mow down the two guards outside. Continue back to climb the ladder under the trapdoor.

[1.12] Glas now faces a Piping Hot Puzzle. Note the pattern of when the pipes cool down. Firstly run to the centre of the screen and turn the valve. Then make your way back and follow the pipes up to the top of the screen at the correct time (note places you can rest safely). Don't get boiled.

[1.13] To defeat the hoverjet, shoot at the banners that are hanging on the washing lines. Do this by waiting in the corners of each screen, just in front

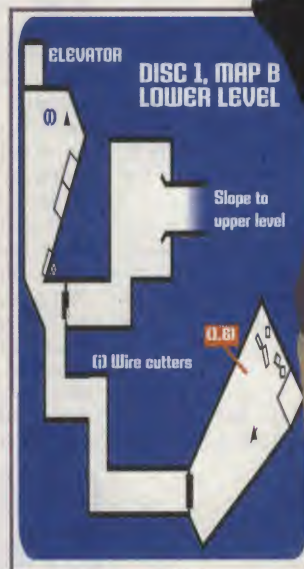


of the banners, avoiding the gunfire by rolling about if necessary. The jet will eventually fly into your line of sight bringing up the green target icon. Shoot the two banners to bring down the jet.

[1.14] Finding yourself in the Bomb Room, exit through the door and prepare to fight. Before going through the door that Hana blew up, pop round the corner to take out the guards and collect meaner weaponry. Then return to go through the burning door, equipping yourself for a big scrap. Baddies dealt with, go to the trapdoor and descend the ladder where you meet Hana.

[1.15] Another boss and he's quite easy. Hiding on the left should mean you avoid the gunfire, then shoot at the pilot from your hiding place when the crosshairs appear. With the boss defeated you take control of Glas. Run until you reach the end of the ledge and climb on the waiting craft.

Well done, that's Disc One over with. Don't forget the cheats on page 92 if you're getting cheesed off with seeing the Game Over screen.



DISC 2

[2.1] Hana – Okay, calm down. Evade/chin the zombies and search about for more weaponry.

[2.2] Deke – Follow Glas up the path and enter the hut to your left for a scrap.

[2.3] Glas – Time your run across the flaming path well.

[2.4] Hana – Take her up the pathway and choose the left fork. Kill the zombies and take the Po Mon Key, which opens the door to the hut at the top of the walkway you were on before forking left. Enter the hut and chat to the old lady. Sneak out of the back door to kill the two guards and follow the path round to the right.

[2.5] Carefully kill the three guards and continue to the end of the walkway where you are captured. Stay still. What could you possibly do to distract the guard's attention?

[2.6] Deke – Stealthily work your way around the large room, killing, collecting and saving as you go. Then travel up the ramp for some more killing. At the end of the left-hand train platform there is an open train carriage.

[2.7] You find a tricky boss to deal with in the train carriage. To defeat him, hide behind the filing cabinet and roll out to shoot as the boss reloads. Take great care not to shoot him when he ducks down as he is hiding behind a box of explosives.

[2.8] Back on the platform again and you need to access the ladder opposite the carriage. Do this by opening the fuse box and switching off all the power switches at the bottom to start. Move the power fuse to the middle row and the second fuse to the Lock 3 space, switching on the power to unlock the ladder. Then move the power fuse to the first row and the second fuse to the ladder space and switch on. Bingo, it should work!

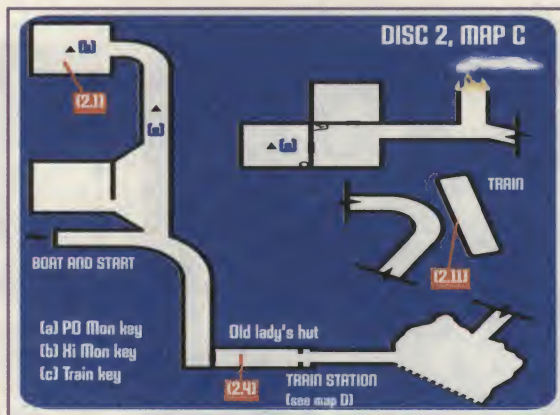
[2.9] Climb the ladder to a girder structure. Go to the far right of the screen, taking out the creatures as you go and not losing your footing.

[2.10] Guards and zombies are everywhere, so take great care. Go through the old lady's hut and follow the path all the way around until you find the Xi Mon Key. Then return back the way you came and take the left-hand path outside the hut. Go past the train and on to more burning huts where you will be able to use the Xi Mon Key and collect the Train Key. Then go back to the Save Point by the train and get on.

[2.11] Aboard the train, look at the memo to the left and note the code written in the top-right corner. Then go to the access panel to the left and enter the code, starting at the top-left. The code is 4N2B42CC8000 and gets the train started.

[2.12] Deke – Run!

[2.13] Glas – Kill all the guards, collect the Truck Key and then finish Disc Two.



DISC 3

[3.1] Glas – Take the cooking oil, then use the vase to attract the guard's attention. Move fast! Pour the oil on the iron plate in the centre (not the drain), then retreat to the top-left corner and wait for the guard. He should come over to you and slip over, enabling you to escape.

[3.2] Deke – Make your way across the glass roof, treading only on the uncracked panes. The sequence of spotlights will show you the way.

[3.3] Exiting the Cooking Oil Room, go to the end of the corridor and sneak into the kitchen. Pause and watch for when the strompy chefs turn around and roll along the floor, avoiding them accordingly. Reaching the end you will find a sprinkler switch. Pull it and get ready for battle.

[3.4] Note the positions of all the doors off the kitchen, even though they're unusable at the moment. Go past the peephole door and let Hana in at the main door in the back reception room.

[3.5] Take Hana to the room opposite the peephole door and change outfits (guards won't shoot you in the little blue number unless you have a weapon equipped). Now go through the peephole door and up the stairs, taking the left-hand turn down the corridor to the second red door, where you meet Deke.

[3.6] Deke – Watch the dancing girl on the TV and note the sequence of the dance, beginning from the glitch; you'll need it in a bit. Go to the room opposite the stairs where Hana came in and collect the coin from the small table. Return down the corridor and enter the first red door to tackle the Dancing Puppet Puzzle.

[3.7] Use the coin to get started, then enter the dance sequence by highlighting the correct icons. If you can't dig it, the sequence goes bottom-right, middle-left, top-right, middle-right, bottom-left.

[3.8] Exit through the door in front of you to kill guards and collect the Elevator Key from the small cupboard



room with the single door. Follow the corridor next to this room round to kill the guards and use the elevator. When you descend and exit the elevator, collect the wrench from the room in front of you and go down the stairs to the Boiler Room.

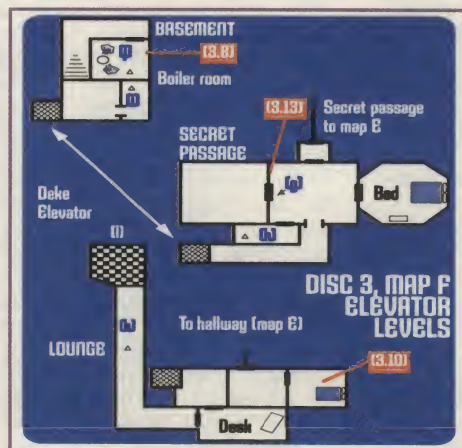
[3.9] Once in the Boiler Room, use the wrench to turn the steam off (try not to burn yourself) and collect the Madam Room Key. Ride the elevator back up and use the key on the doors with the pretty patterns. Oh dear, poor Deke.

[3.10] Glas – Head up the stairs through the peephole door and hang a right. Work your way along the corridor until you pick up the Lounge Key, which can then be used on the purple door. Enter the single door to your left and prepare to fight another boss.

[3.11] The red spot on the floor indicates where the boss will shoot next, so stay out of its way. Shoot the boss when he appears at each side of the bed to reload (use your shotgun). Don't shoot the terrified woman or it's curtains.

[3.12] Hana – Enter the room next to you and pick up the white vase. Then head for the room opposite the stairs to collect the Lounge Key, exit the room and go to the lounge. Once there, go to the doors at the back and follow the corridor round until you get to a fountain where you pick up some flowers. Go back to the lounge, picking up the Office Key on the way, and enter the office to your left.

[3.13] Ride the elevator upwards and enter the doors opposite Madam Chen's Room to collect a black vase. Go across to Madam Chen's Room to perform the Flower Puzzle. Here you must have the white vase with fresh flowers on the side of the door with the healthy tree on it. The other pedestal, in front of the rotten tree picture, should hold the black vase with decaying flowers. It's a bit fiddly, but should get the doors open without too much bother.





3.13 Things are starting to get a little crazy now. Head back down to the kitchen and go back and change your clothes in the store. Also collect the Meat Locker Key from the demon whore and head out to the meat locker in the kitchen. Follow the buzzing noise round to a door and meet Madam Chen. To defeat her you have to kill the demon whores first. Some will drop paper dolls, which you should pick up. Use the paper Madam Chen's to turn the good lady back to mortal flesh, after which you can shoot her for a short period of time. Repeat this until she disappears. Now it's on to Disc Four...

DISC 4

[4.1] Gulp! First up, save and then watch the pattern of the stones rising and falling in the water. Then carefully, but quickly, run around them as they rise up, starting at the top-left. Pause at the end of each stone before legging it again at the appropriate time and roll to the pathway at the final stone. It's then a long run to reach the three huts.

[4.2] Firstly, head to the left of the huts and watch a lightning bolt ignite the fire. This can then be used to burn all the paper items that you pick up (ammo, weapons) and make them useable in the actual game. While you're here, go on a bit further to note the position of the well and an unlit torch. Further on is the Map Puzzle, which you can deal with later. Now head back past the three huts and take the right-hand pathway. (Note: There's another unlit torch by the right-hand hut and the large stone door with three torches carved into it on your left in the corner). Once over the rickety bridge, take the right-hand turn and follow the path.

[4.3] You will encounter lots of demons who try and steal your soul. Dispatch them until one gives up a paper gate. Take this all the way back to the fire and burn it. Then run back to where you got it from and go through the now burning gate to have a conversation with Madam Chen, who gives you a doll. Take the doll to the nursery, which is to the right when you cross the rickety bridge, and give it to the little

girl. Freaky. (Note: There's another torch in front of the bridge.)

[4.4] To complete the Nursery Puzzle, first look at the writing on the left-hand wall and jot it down. Then go to the clockwork safe to the right and, cross referencing the riddle that the girl tells you with the writing, enter the code on the dial, returning to talk to the little girl after each correct entry for more of the riddle. This is a bit tedious, so here's the order: Enter (using the \times button) IIIII then I under 5; II then IIIII under 18; I then IIIII under 35; IIII, turn dial one whole rotation, IIII, III, then II under 88. You should now receive the Stone Scroll.

[4.5] Take the Stone Scroll back to Madam Chen who will give you a tree branch for your trouble. Light this in the fire and then use to light the three unlit torches. This opens up the large stone door, where you collect a Stone Tree half and a Paper Gate Key. Take the Paper Key to the fire and burn it. Collect the useable Gate Key from the left-hand hut, go back past the nursery, and use the key on the gate in front of you.

[4.6] Glas - And you thought he was dead meat. Follow the ghostly Deke up the corridor to a junction with a Blue Dragon in front of you. Dragons are the key to this section. You will encounter six in all and need to jot down what kind they are (find out by talking to each - fire etc) and also note the symbol at their base. Back at the Blue Dragon junction, take a left, go through the Bleeding Door and follow the corridor round until you reach the Moon Key. There are also various fires around which you can use to burn the paper ammo.

[4.7] Go back to the Blue Dragon and follow the path to the Moon Door. Follow the route around, killing everything in your path, and noting down names and symbols of dragons. You will also pick up the Sun Key, which you can use on the Sun Door, adjacent to the Moon Door. When you've climbed all the vines and met all the dragons, go to the final room.

[4.8] Descending into this room, you will see a mirror on the wall by the vines. Note down the sequence that the symbols appear in (all right then, it's Mountain, Heaven, Water, Water, Earth, Water, Fire, Heaven, Earth). Then walk forward to cross the stone tiled floor.

Wait! Now you have to use all the knowledge you've accumulated about the dragons to walk across in the correct pattern. Alternatively, use the Hell Map in the guide to show you the way. Once safely across, take the stone sword and return to the Blue Dragon.

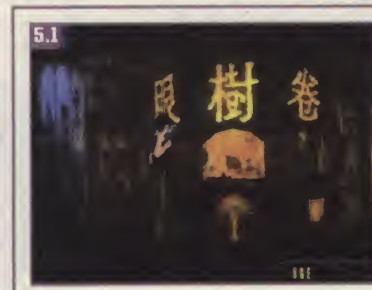
[4.9] Smash the Blue Dragon with the Stone Sword and follow Demonic Deke up the passage for a fight. Note the pattern that Deke takes when washing the stones away and stand on them accordingly. He will rise up at the back of the screen occasionally and this is when you gotta blast him with your best weapon.

Once he's defeated, take the Stone Eye.

[4.10] Hana - Follow the path up to the Throne Room, where the second brother gives you a crank and another Stone Tree Half. Return to the well (by the fire) and use the crank to collect the Stone Eye from the bucket. You may now proceed to the Map Puzzle on the path past the well.

[4.11] Glas - Try and do as much damage as possible before being captured.

[4.12] This one is really simple. Select each of the symbols under the map and highlight the place where you found it on the map. If you can't remember where you discovered them, here they are: Stone Scroll - clockwork safe; Stone Eye - well; left-hand Stone Tree half - stone gate; right-hand Stone Tree half - three torches.



END SEQUENCE

[5.1] Burn your paper items in the furnace, then take a look at the three symbols above it. These correspond to symbols around the room and you must place the relevant item over them. The Stone Eye matches the left-hand symbol and can be found on the wall to the left of the furnace. The middle symbol is the Stone Tree and is to the left on the floor. The right-hand symbol is the Stone Scroll and is on the floor to the right.

ANY QUESTIONS?

Muppet RaceMania driving you crazy or having trouble beating Von Croy in *Tomb Raider: The Last Revelation*? PSM is here to help. Lost souls should drop game guru Richie Young a line at Any Questions? Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or e-mail playstation@acp.com.au. Sorry, but we can't give cheats over the phone or reply to letters or e-mails individually.



Do you feel the need, the need for speed? Then strap in your favourite Muppet for the ride of your life in *Muppet RaceMania*.

MUPPET RACEMANIA

Q: Richie, can you please tell me any codes that you know for *Muppet RaceMania* please? Thank you!

Jane Laird, WA

A: Easy done, Jane. And I like your impeccable manners! Under the soft foam exterior of this cuddly kart venture lurks a massive Adventure mode. Not only are there podium places to be claimed, but there's fruit to be collected,

stunts to be completed and Doozers to be liberated. There is also an entire cast of Muppet characters and their crazy vehicles to be discovered. For best results, insert these codes on the main title screen and press **Start** to summon the options.

All courses: ●, ▲, ✕, ●, ▲, ✕, ●, ▲, ■, ✕
All characters and vehicles: ▲, ●, ▲, ■, ▲, ✕, ▲, ▲, ✕, ●
Studio bonus course: ■, ■, ●,

●, ✕, ●, ▲, ●, ▲, ■
Arches course: ■, ●, ✕, ●, ■, ▲, ●, ✕, ●, ▲
Fraggle Rock course: ✕, ■, ✕, ■, ✕, ▲, ●, ✕, ■
Reset: ▲, ✕, ●, ✕, ■, ■, ✕, ●, ✕, ▲
End credits: ●, ▲, ■, ▲, ✕, ▲, ■, ●, ▲, ✕

FEAR EFFECT

Q: Love the mag, guys! I'm also very hooked on *Fear Effect* – that game is huge! Life in Hong Kong's getting hairy, though. I need help! Dylan Bryant, NT

A: In the gloom of Hong Kong, Hanna and her friends face some of the most cinematic terrors ever conceived. But don't be fooled by the Manga styling, this game is tricky. With four discs of dank, dystopian intensity to endure, you'll need help. Input these codes on the credit screen of the Options menu.

Expert mode: ↓, ↓, ↓, ▲, ↓, ↓, ↓, ■, ←, →
All weapons: L1, ▲, ↑, ↓, ●, ●, ▲, ▲, ↑, ●
Infinite health: L1, ▲, ←, ↓, ●, ●, ▲, ▲, ←, ▲
Infinite ammunition: L1, ▲, ←, ↓, ●, ●
Instant puzzle solution: L1, ▲, ←, ↓, ●, ●, ←, ←, ←
Rapid fire: L1, ▲, ←, ↓, ●, ●, ←, ←, ←, ←
One hit kill with firearms: L1, ▲, ←, ↓, ●, ●, ▲, ▲, ←, R1
One hit kill with hand weapons: L1, ▲, ←, ↓, ●, ●, ▲, ▲, ←, L1

TOMB RAIDER: THE LAST REVELATION

Q: Hey Richie, I'm having trouble winning the race against Von Croy in the early part of *Tomb Raider: TLR*. Can you help please? Ian Jenkins, NT

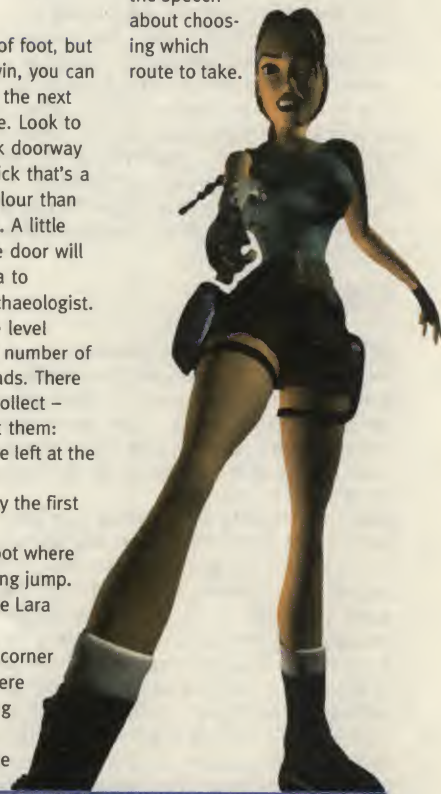
A: He's quite fleet of foot, but even if you don't win, you can still get through to the next section of the game. Look to the side of the rock doorway and you'll spy a brick that's a slightly different colour than the rest of the wall. A little action here and the door will open, enabling Lara to graduate to pro archaeologist. While exploring the level you'll also notice a number of golden monkey heads. There are eight in all to collect – here's where to get them:

1. On the step to the left at the start.
2. In the shallows by the first standing jump.
3. Just below the spot where you make the running jump.
4. In the pond where Lara learns to swim.
5. In the right-hand corner of the courtyard where the old guy's fighting the wild boars.
6. On the floor of the

right side of the spike room near the exit door.

7. Just to the left in the crawl space section.

8. On a ledge to the right of the spot where Werner makes the speech about choosing which route to take.

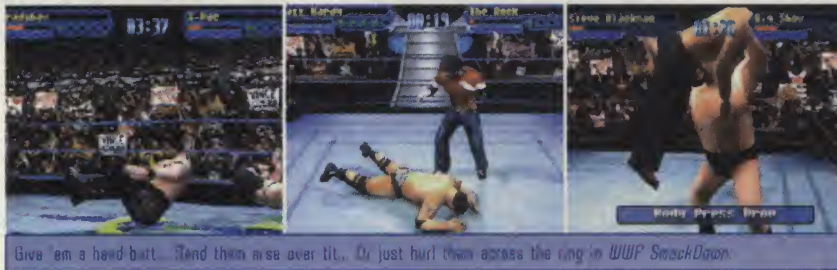


Pro archaeologist Lara Croft in *Tomb Raider: The Last Revelation*.



Hanna and her friends face some terrors in *Fear Effect*...





Give 'em a hand butt. Send them over the top. Or just hurl them across the ring in WWE SmackDown!

WWE SMACKDOWN

Q: Okay, so I know that you're not the world's biggest fan of wrestling games, but I'd really love some *WWE SmackDown* cheats. I love that game! Cheers.
Justin Davidson, Qld

A: In the slippery world of *WWE SmackDown*, persistence often pays dividends. If your wrestler is the type that enjoys being repeatedly whacked in the face with a metal chair, then there is an entire career structure to reward such heroic, if stupid, perseverance. Not every season, or pre-season for that matter, that you complete offers you a bonus, but over time your reward will be the ability to sire stronger superstars, play as new characters and gain further abilities. All you need to do is work on those acting classes.

Pre-season Rewards

One bout completed: Wealth option, Stevie Richards and Blue Meanie costumes.

Two bouts completed:

European Title and ability.

Three bouts completed:

Women's Title and ability.

Four bouts completed:

Tournament Title and ability.

Five bouts completed:

Hardcore Title and ability.

Six bouts completed:

I Quit Title and ability.

Seven bouts completed:

Tag Title and ability.

Eight bouts completed:

Title Match and ability.

10 bouts completed:

European Title and ability.

Season Rewards

One year completed: Play as Ivory.

Two years completed: Play as Prince Albert.

Three years completed: Play as Jacqueline.

Four years completed: Play as Viscera.

80 points in five years: Create A Superstar.

Six years completed: Play as Mideon.

Seven years completed: Play as Gerald Brisco.

Eight years completed: Play as Pat Patterson.

90 points in 10 years: Create a superstar.

15 years completed: Can play as Tiger Ali Singh.

100 points in 20 years: Create a superstar.

need *GTA: London* cheats. Super-pretty please? You're the very best and thanks a million!
Texas Bob, NSW

A: You have to be the coolest customer so far! Here you go. And have the best day of your life, you legend!

Enter the following codes at the password screen.

All levels: RAZZLE

Display coordinates: SWEENEY

99 lives: MCVICAR

9,999,990 points: BIGBEN

5x multiplier: SIDEBURN

All levels, all weapons, infinite ammo, 'Get Out Of Jail Free' card, armour, 99 lives, display coordinates, maximum wanted level and 5x multiplier: GET CARTER

All levels, all weapons, infinite ammo, a 'Get Out Of Jail Free' card, armour, 999,999 points, 99 lives, no cops, display coordinates and 5x multiplier:

HAROLDHAND

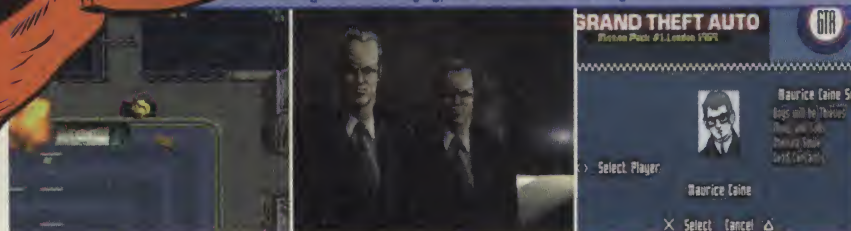


GRAND THEFT AUTO: LONDON

Q: Crime's not paying off! I

don't mess...

Dealing with menacing types is the order of the day in *Grand Theft Auto: London*.



DIE HARD TRILOGY 2: VIVA LAS VEGAS

Q: Richie, I'm having a few difficulties with *DHT2*. Can you sort me out? Got any cheats?

Alex Milligan, Tas

A: Three disciplines and just one sweaty vest. Maverick cop John McClane has been suspended from the force (again), leaving him free to indulge his own brand of violent, wisecracking vigilante-ism.

This sequel features the same mix of fighting, driving and exploring as the first game, but this time he's wisely left the chilly north for the heat and golden slots of Las Vegas. To aid this rogue law enforcer as he upholds the American way the only way he knows how, input these cheats.

Level Select

Press **L1, L1, ●, ●, ■, ■** on the main menu. To activate these cheats, pause the game in the relevant mode before inputting the code. A message will confirm they have been activated. You need to do this every time you start a new level.

Third-person Mode

All weapons: **■, ■, ●, ●, L1, L1**

Invincibility: **▲, ▲, ■, ■, L1, L2**

Unlimited ammo: **L1, L1, R1, R1, ●, ●**

First Person Mode

Invincibility: **▲, ▲, ●, ●, L1, L2**

All weapons: **■, ■, ●, ●, L1, L1**

Unlimited ammo: **L1, L1, R1, R1, ▲, ■**

Driving Mode

Invincibility: **▲, ▲, ●, ●, L1, L2**

Unlimited nitros: **L1, L1, R1, R1, ●, ●**

Unlimited time: **L1, R1, R1, ■, ■, R1, R1, L1**

McClane "stayin' alive" in *Die Hard*.



**OFFICIAL
SOLUTION!**

TOP SECRET!

THE ONLY **OFFICIAL** AUSTRALIAN PLAYSTATION TIPS MAGAZINE

AUSTRALIA'S ONLY **OFFICIAL** PLAYSTATION TIPS!!!

FROM THE MAKERS OF OFFICIAL AUSTRALIAN PLAYSTATION MAGAZINE 164 PAGES OF ESSENTIAL PLAYGUIDES & CHEATS!!!

Official Australian
PlayStation Tips
RUS \$7.95
NZ \$9.95

**A-Z OF
CHEATS**
1163 TIPS
FOR ALL THE BEST
GAMES!

COLIN MCRAE RALLY 2

WITH OUR EXPERT TACTICS YOU'LL BE DRIVING FASTER THAN COLIN!

EXCLUSIVE GUIDE!

SOLVED!

IN COLD BLOOD

DISCOVER ALL THE ESSENTIAL TACTICS FOR THIS INTENSE GAME

HUGE GUIDE

SYPHON FILTER 2

BECOME THE ULTIMATE KILLING MACHINE WITH OUR DEADLY GUIDE!

SMASHED! WWF SMACKDOWN

PILEDRIVE YOUR MATES WITH OUR CUNNING TIPS!

WIN EVERY RACE!

WIPEOUT3

SPECIAL EDITION

SATISFY YOUR NEED FOR SPEED WITH OUR DETAILED GUIDE!

UNCOVERED!

DRIVER

EVERY MISSION & EVERY SECRET IS UNCOVERED!

FREE!
**DRIVING
TIPS BOOK**
68 PAGES!

FREE!
EXCLUSIVE BOOKLET
WITH THIS MAG!
ASH NEWSAGENT IF NOT ATTACHED RIGHT HERE!

LATEST TIPS FOR: TEKKEN 3,
METAL GEAR SOLID & CRASH BANDICOOT 3



ON SALE NOW



it should be a game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, PSM, GPO Box 4089, Sydney NSW 1028.

THE NAME OF THE GAME

PM Crisis is from the politically incorrect Nathan Peoples of Victoria, who has scored a copy of *Syphon Filter*. 21 Congratulations!



THE AIM OF THE GAME

A mix between *Tekken* and *WWF SmackDown*, choose which politician you wish to play to beat up and challenge other politicians. Take on the Royal family and work your way up to Bill Clinton!

HOW TO PLAY

Like a fighting game, you choose your character and opponent, your style of match and then go for your life! There'd also be a whole load of combos to master.

THE PSM VERDICT

It would be hilarious fun, though the characters are its only real strength. It would be a terrific method for warring leaders to sort out their differences.

8



Get down and nasty with *Destruction Racer* from Daniel Vituseck of NSW.

You are part of an elite racing squad that a rival gang has killed members of. You must drive around the city collecting items and weapons to avenge the death of your buddies.

This would play similar to *Grand Theft Auto* as you get to drive around the city and cause general mayhem. You're able to drive and leave your vehicle, while sniffing out those responsible for killing your friends.

Half *Carmageddon* and equal parts *Destruction Derby* and *GTA*. Not a bad recipe, but there's not a great deal that's new here. Good, solid fun but nothing we haven't seen before.

7



Craig Stephenson's (SA) *Star Wars Force* needs a little more Jedi power...

Force would be a beat 'em up featuring all the characters from the *Star Wars* series. There would be arcade, storyline, practise and team battle modes, and you can take on characters from both sides of the force.

Fight your way to ultimate victory. What else?

Masters of Teras Kasi didn't work - why would *Force*? Some characters would be good, but there'd be many uneven battles. There's no way an Ewok would give Darth or Boba Fett a run for his money in Tatooine.

6



Demon Crisis is a little on the disturbing side. It was dreamt up by Dwayne Campbell (SA).

The Devil himself is the centrepiece of *Demon Crisis*. He's sent an army of Demons to rule the Earth and you have to defend and eradicate. Oh, and God himself has appointed you!

It would require a G-Con 45 lightgun, but before you get to reach the red beast, you have to blast your way through a whole bunch of levels while upgrading your firepower. There're two entire CDs full of this blasting!

Firstly, *Demon Crisis* would get up the noses of religious and classification types and secondly, have a fairly predictable plot line and outcome. Disturbed gamers would take to this like a duck to water.

5



Edward Schiavone of Victoria is on the straight and narrow. He came up with this lightning-quick idea called *Nationals 2000*.

Pick a drag racing machine already available in the game or build your own. Racing classes include top fuel, super street, top alcohol and modified bike. Then you hit a strip of bitumen and race!

The most interesting part of this game is where you're able to build up your dragster. There are heaps of parts available you'll need money for that can be earned through winning big races.

Despite the razzamatazz and adrenalin that real drag racing may have, it doesn't provide the best material for a videogame. It's not like you have to steer a drag racer, or anything. Very boring...

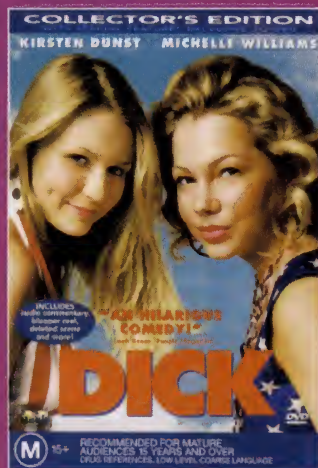
3





[DOWN LOADING]

dvd reviews

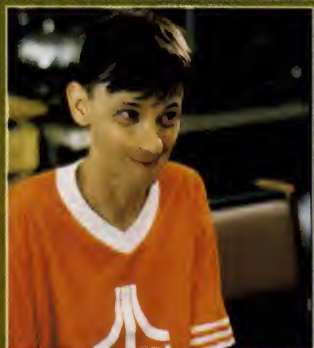


Dick

Michelle Williams (Arlene) and Kirsten Dunst (Betsy) play a likeable pair of ditzy teenage go-getters who have the misfortune of getting themselves caught in the thick of the Watergate scandal during a school tour. By sheer accident they become the 'secret youth advisors' to President Richard Nixon, played by Dan Hedaya who does a convincing and comically exaggerated job. Dick becomes the centrepiece of the girls' lives in many ways, they visit him daily, and they also stumble across sensitive information regarding America's national security! Unknowingly, the girls help shape the course of national history and decision making. Some great twists and hilarious one-liners, but don't expect naked flesh or smutty jokes. **RY**

Price: \$34.95 | Rating: M15+ | Release date: Out now | Extras: Bloopers, talent profiles, deleted scene, featurette, trailer. | Verdict: Good, slightly satirical humour. | 6/10

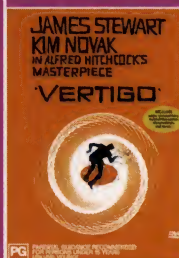
movie review



Road Trip

In an *American Pie* vein, *Road Trip* is a legendary campus tale re-told by Barry (Tom Green) about four of his college campus buds that embark on an 1800-mile journey to Austin, Texas. It's when Josh (played by the ever-so-good Breckin Meyer) discovers that he's mistakenly sent an illicit tape to his girlfriend that all hell breaks loose and the boys set off to retrieve it. The trip is packed with one-liners, gags and sex jokes, but also serves as a philosophical journey for the lads whose lives change forever when they roll limply back into town. The cast is reasonably strong, featuring teen sensations ruling Hollywood at the moment, and the four main characters are very appealing. **RY**

Rating: M | Release date: August 24 (nationally) | Verdict: Good, indecent fun! | 8/10



Vertigo

This newly restored *Vertigo* print presents an experience that no Hitchcock fan, or movie buff, should miss. Seeing the 1958 film as Hitchcock intended rather than on fading videotape is an absolute treat, and the meticulous two-year restoration of the sound and picture as shown in an accompanying documentary was crucial to preserving cinema history. For those who haven't had the privilege, *Vertigo* is a mystery, thriller, love story, and psychological study all rolled into one. It features a stellar performance by James Stewart, who perfectly plays the likeable and ordinary man caught in extraordinary circumstances. Stylish, fascinating, haunting and unforgettable. **JH**

Price: \$34.95 | Rating: PG | Release date: Out now | Extras: 'Making of' documentary, commentary, trailer, production notes, cast and filmmakers' notes. | Verdict: One of the greatest films ever. | 10/10



The Bone Collector

Denzel Washington and Angelina 'Lara Croft' Jolie star in this serial killer thriller that pretends to be a whodunit mystery. But viewers couldn't possibly pick the villain, or even comprehend how on earth the paralysed detective played by Denzel is piecing together the investigation. And you're supposed to just accept the fact that Angelina's character is 'promoted' from street cop to investigator, too... The title comes from the villain's peculiar fetish of keeping a souvenir from every murder. The film is stylishly shot, but frequently boring. The cunning camera angles, star performances and slight sexual chemistry between Denzel and Angelina is nowhere near enough to sustain interest in a film that falls a long way short of a great mystery. **JH**

Price: \$34.95 | Rating: M15+ | Release date: Out now | Extras: Trailer, commentary, music score, behind-the-scenes feature, biographies. | Verdict: *Rear Window* wannabe. | 6/10



The Long Kiss Goodnight

Hollywood couple Geena Davis and director/husband Renny Harlin team up again in this over-the-top action flick. Davis plays a mild-mannered amnesiac school teacher who, after a traumatic accident, begins to remember her previous life as a cold-blooded assassin working for the US Government. *Pulp Fiction* hit man Samuel L. Jackson plays a hired private investigator to help investigate her past and becomes her unlikely sidekick. Eventually everything comes together as her past invades her present and her enemies threaten her family. She must decide who she is and either let them die or save the day. What it lacks story-wise, it well and truly makes up for in pyrotechnics. Leave your thinking cap off, reach for the microwave popcorn, and enjoy it for what it is. **MW**

Price: \$34.95 | Rating: R | Release date: Out now | Extras: Full-screen and wide-screen, trailer, production notes, scene selection. | Verdict: Another action thriller loosely strung together with cheesy one liners. | 6/10



Who Am I

As highly revered as Jackie Chan is in *PSM Towers*, *Who Am I?* is only worth watching for his trademark fight and stunt sequences. There's no doubt that Jackie is making a concerted effort to have the Western and English speaking world eating from the palm of his hand, but his acting performance in *Who Am I?* is less than applaudable. Of course, mastering a second language is a difficult task, and Jackie's effort is admirable. Hell, it's even very cute, but Jackie obviously fumbles his way through too many scenes this time around. So, to the stunts. As with many of his films, the best comes to those who wait – the final fight scene is fantastic. Jackie's choreography gives the movie its edge, even if it isn't Jackie's best 'acting' effort... **RY**

Price: \$34.95 | Rating: PG | Release date: Out now | Extras: Movie trailer. | Verdict: Like *Stuntmaster*. For fans only. | 6/10

net sites

Every month *Official PlayStation Magazine* will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best gaming sites for you, just to save you from racking up mammoth phone bills. Aren't we nice? Happy surfing!

SENSIBLE SOCCER

<http://www.1turner1.freemove.co.uk/sensi/SSSpaga.htm>

Despite a disastrous PlayStation comeback, the original Amiga version of *Sensible Soccer* was a landmark title that evolved over the years into a definitive soccer game. This site is the pick of the bunch of the online tribute sites and includes news, downloads and an archive of records from recent games. But love it as we do, we all have to move on one day.



EURO 2000

www.easportseuro2000.com

A small but slick site focussing on EA's *Euro 2000* offers little more than a taster of the official game of the recent European Championships (and featuring insane Brit-hooliganism!), but serves to build the excitement for a summer of soccer off the field!



BEASTIE BOYS ON YOUR MOBILE!

www.yourmobile.com

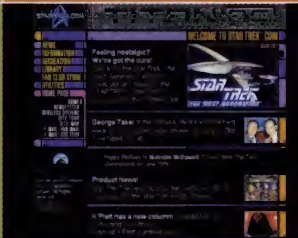
Fancy having some of the coolest-ever tunes pumping from your, err, mobile phone next time someone calls you? If your phone lets you compose your own little ditties, then pop over here to get the correct codes for songs like *Wier* by Killing Heidi, *Scar Tissue* by the Hot Chili Peppers and even *Out Of This World* by The Cure! Funny stuff, but The Rolling Stones' *Satisfaction* isn't quite the same as a series of beeps...



OFFICIAL STAR TREK

www.startrek.com

This has to be one of the most visited sites on the Internet. Meet fellow Trekkies, learn all the intricacies of the Starship Enterprise and become part of one of the greatest phenomena in the history of pop culture while you're at it! There's heaps of cool news and regular new information to keep you on top of all things Trekkie...



THAT'S SHATNER TO YOU

www.sidosinteractive.com/fearseffect/

Learn more about one of the men that helped start it all. This site is for hardcore fans, but has enough humour for any surfer. For those not in the know, William Shatner played Captain James T. Kirk in the original *Star Trek* series. Chances are 99.9 per cent of you can't afford (or aren't obsessive enough) to travel the world to the numerous Trekkie conventions around the world. A visit here will probably be the closest you'd want to get anyway...



OFFICIAL FEAR EFFECT

www.sidosinteractive.com/fearseffect/

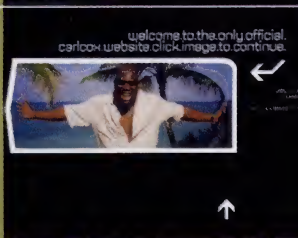
This official site has everything fans of the game want to know, as well as a story overview and screenshots for gamers interested in delving into this game. There are great downloads and wallpaper, and you can also learn about the backgrounds of the characters themselves. Get cracking! There are four discs to get through and the prequel, *Revelation*, is already on its way!



WHAT'S A DJ IF HE SCATCH?

www.djcarlcox.net

Legendary international DJ Carl Cox is a big fan of PlayStation2. That's mighty cool as far as we're concerned! The big guy also likes kickin' it with the PSM team and we're sure not about to argue with that. To cap things off, he's even got himself an awesome Web site with the latest news and info at your fingertips, and there's plenty more to come, including downloadable tunes! The site has wicked *Wipeout* stylings, too, which we duly approve!



cd reviews

Richard Ashcroft *Alone With Everybody* (Virgin)



Verdict: Country feedback. | 9/10

Ashcroft goes country then. The Verve imploded (again) last year and it was always a wonder how much of their music was Richard Ashcroft and how much was sparring partner Nick McCabe. This first solo outing sees Ashcroft hooking up with BJ Cole and his pedal steel sliding out a sound for the spring. Rumour has it that the songs on this album are ones that didn't make it onto *Urban Hymns*. It's possibly true. *You On My Mind In My Sleep* is a classic Ashcroft sentiment, trailing out in a swirl of strings, feedback and falsetto, whereas debut single, *Song For The Lovers*, is just a little too early Waterboys to be believed. In a nutshell? It's The Verve – and that ain't a bad thing... **DM**

Doves *Lost Souls* (Chrysalis/EMI)



Verdict: Better late than never. | 8/10

Manchester brothers Jez and Andy Williams, and their schoolmate Jimi Goodwin have been touted as the next big thing and have even been compared to other Brit-successes The Verve and New Order. Doves have been around for over seven years, and for a few years before that were known as Sub Sub. *Lost Souls* is their latest album and shows every bit of class the hype would have you believe. Musically there is nothing groundbreaking here, but the lyrics have a balanced structure with the band's inspiring and rhythmic sound. In particular, *Sea Song* and *Catch The Sun* are fantastic and display the musical coherence that only a group with many years' experience can. An excellent introduction to new listeners. **RY**

Dilated Peoples *The Platform* (Capitol)



Verdict: DJ Babu highlights. | 7/10

Dilated Peoples is another hip-hop band from LA who're strongly rooted in all things urban – graffiti, breakin', freestylin' and the perennial art of turntablin'. Babu is the man behind the 1200s and he really does have his craft down. Babu is also a member of the World Famous Beat Junkies and his skill pushes Dilated Peoples' sound to the limits. This isn't aggressive hip-hop by any stretch. Sure, Dilated Peoples have a couple of political views, but who doesn't these days? The relaxed stylings of this group offer a far better approach than some band busting your eardrums with their intense vocals. Overall, *The Platform* is let-down by some unmatched vocals, but it is ideal to kick back to on a lazy afternoon. **RY**

Rocket Science *Welcome Aboard The 3C10* (Modular)



Verdict: Awkwardly smooth. | 7/10

This Australian four-piece's debut album has big sound. Rocket Science's line-up features members of some of Australia's indie-alter-rock's now defunct bands, including guitarist Roman Tucker (ex-Martians), Kit Warhurst (ex-Velvet Tongue), Dave Gray (ex-Freeloaders) and Paul Maybury (ex-Hogs). There are various musical influences showcased in this offering, including some loud yet funky bass lines, raucous garage, rockabilly and old-school '70s rock 'n' roll. Keyboards play a big part in their music making, but more interestingly, Rocket Science uses the fairly uncommon instrument theremin, which has an excellent effect (think The Beach Boys' *Good Vibrations*). Overall, it's great fun. **RY**



[DOWN LOADING]

take up the **challenge**

NBA Live 2000

Choose the one-on-one game, superstar difficulty setting, first player to 11, loser's outs, using Allen Iverson of the Philadelphia 76ers. It's a gold medal if you beat Michael Jordan of the '90s All-Stars, a silver for Kevin Garnett of the Minnesota Timberwolves, and a bronze for taking out Andrew Gaze from the Melbourne Tig... Err San Antonio Spurs. Swissshh!



Destruction Derby Raw

In the Wreckin' Racin' mode, pop yourself in the Raven car, smash yourself up silly and get a total points score of at least 2,500. Oh, and don't forget to win the race.



Anna Kournikova's SCT

The Russian queen of tennis recently bombed big time at Wimbledon. Will she ever win a Grand Slam? We have our doubts, but her PlayStation form is certainly a big winner. Play an exhibition match as Anna against Michaels at Tokyo Park and try and win a one-set match without conceding a single point. Treat yourself to strawberries and cream for every ace you hit!



ISS Pro Evolution

Quick goals are good goals. If you really want to rattle your opponent then you should try and give them a big blow early on end go for the knockout punch soon after. Next time you're playing a mate, try and score a goal under 1min:30sec. PSM's long-standing record is a super-quick 55 seconds. Any goal scored within the five-minute mark against the computer is also a darned good effort. Who knows, you might earn a wildcard entry into the PSM Office League...



AFL 99

All Shane Crawford wannabes love EA's AFL 99. Could the Fremantle Dockers take the flag west this year? Ha! No way, but try and earn them some virtual respect by taking them to a historic premiership on this footy sim.



Consider yourself an accomplished player? PSM dares you to put your skills to the test. The following challenges have been set by the gaming Gods in the PSM team to test your mettle.

Metal Gear Solid

A test of mental stamina and physical endurance rather than skill - real gaming freaks will love it... Try and get through this amazing espionage three times in one day. We don't want to over-exert you or get you in trouble at school or work, but this is a toughie! You'll have little time to change your own clothes, let alone Snake's!



Colony Wars: Vengeance

By far the easiest way to get through most of this game's levels is to use your anti-shield lasers to take out any enemy shield, then finishing off the job when they're exposed. Next time you're ready to do some blasting in Vengeance, take the PSM challenge and just use the pink lasers to get through the first five stages. That's right, no missiles - nothing!



HIGH SCORE TABLE The Survival Horror Show

Survival horror freaks are out in force! Plenty of gamers have been giving Nemesis hell and filling the big fella's belly with lead. Well done, everyone!

James Jowers (NSW) tops this month's prestigious list and gets his requested copy of Bishi Bashi Special. The Nemesis never stood a chance...

| | | |
|---------------------|-------|---------|
| 1. James Jowers | (NSW) | 1:16.58 |
| 2. Timothy Magnus | (NSW) | 1:36.48 |
| 3. Thomas Mountfort | (NZ) | 1:42.42 |
| 4. Helen Xu | (NSW) | 1:53.13 |
| 5. Jason Camenzuli | (Vic) | 1:57.00 |
| 6. Jeffrey Fogden | (NZ) | 1:59.16 |
| 7. Steven White | (NZ) | 2:09.32 |
| 8. David Mitchell | (NSW) | 2:11.40 |
| 9. John Bradstreet | (Qld) | 2:15.40 |
| 10. Dean Burton | (Qld) | 2:20.42 |



challenge of the month **colin mcrae rally 2.0**

[ON THE CD]



Rallying doesn't get any better than this! Our challenge of the month is straight from this month's demo disc, so we suggest that you get cracking. The France stage is made up of some great high-speed corners, and the bitumen sections are great to get your tyres biting into. If you can beat three minutes on this stage, then we suggest you cut out the coupon and send it right on in to the usual address. Send us proof of your blither time by photographing the screen or sending us a videotape. If your time is the best received by the end of the month, you'll be immortalised as a gaming guru in the pages of November PSM and sent the game of your choice from this month's reviewed titles.

Tips for taking photographs: Using a fast film and turning off the flash to cut down on screen reflection, point the camera at the telly and snap away. The darker the room, the better.

Tips for taking videos: We only need you to record your score, so pop in a video (you'll need a spare channel on the video for your PlayStation) and press Record.

Send this coupon and proof of your score to Take Up The Challenge, Official PlayStation Magazine, PO Box 4088, Sydney NSW 1028. Entries close September 26. Sorry, but we cannot return videos and photographs unless you include a self-addressed envelope with the appropriate postage paid.

Name: _____

Age: _____

Address: _____

State: _____ Phone: _____

Race Time: _____

Choice of Prize: _____

Evidence: _____

Australia's most wanted. These are the games that *Official PlayStation Magazine* readers are most excited about. How about you? Write to the normal address and tell us what you're doing to play, and even what you're not!



no change



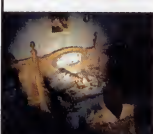
no change



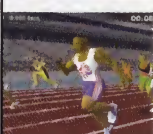
402



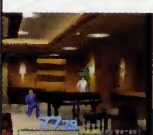
new entry



new entry



new entry



down 3



492



new batch



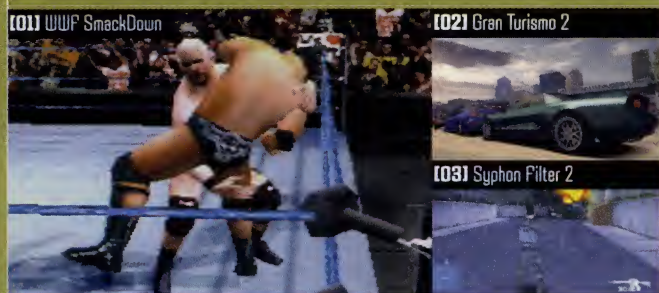
new entry



top 40 games

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lifes... Here, in its entirety, is the *PSM* Top 40 - provided by Inform.

Beefy gamers are out in force at the moment and they've taken *WWF SmackDown* straight to the top of the charts! No big surprises to speak of this month, but plenty of old favourites and popular sequels have landed in the coveted top 10!



| Pos | Name | Developer | Distributor |
|-----|------------------------------------|--------------------------|-------------|
| 1 | WWF SmackDown | Yukes | Ozisoft |
| 2 | Gran Turismo 2 | Polyphony Digital | Sony |
| 3 | Syphon Filter 2 | 989 Studios | Sony |
| 4 | Crash Bandicoot 3: Warped Platinum | Naughty Dog | Sony |
| 5 | MediEvil 2 | Sony | Sony |
| 6 | Tony Hawk's Skateboarding | Neversoft | Activision |
| 7 | Muppet RaceMania | Traveller's Tales | Sony |
| 8 | Driver Platinum | Reflections | Ozisoft |
| 9 | Spyro The Dragon Platinum | Insomniac | Sony |
| 10 | Star Wars: Jedi Power Battles | LucasArts | LucasArts |
| 11 | Gran Turismo Platinum | Polyphony Digital | Sony |
| 12 | Crash Bandicoot 2 Platinum | Naughty Dog | Sony |
| 13 | Need For Speed IV: High Stakes | EA Sports | EA |
| 14 | Cricket 2000 | EA Sports | EA |
| 15 | Army Men 3D | 3DO | Sony |
| 16 | Tekken III Platinum | Namco | Sony |
| 17 | Army Men: Sarge's Heroes | 3DO | Sony |
| 18 | Crash Bandicoot Platinum | Naughty Dog | Sony |
| 19 | Tomorrow Never Dies | Black Ops | EA |
| 20 | Metal Gear Solid Platinum | Konami | Ozisoft |
| 21 | Crash Team Racing | Naughty Dog | Sony |
| 22 | A Bug's Life Platinum | Disney | Sony |
| 23 | Ace Combat 3: Electrosphere | Namco | Sony |
| 24 | AFL 99 | EA Sports | EA |
| 25 | Time Crisis Platinum | Namco | Sony |
| 26 | Pac-Man World | Namco | Sony |
| 27 | Ghoul Panic | Namco | Sony |
| 28 | Colin McRae Rally Platinum | Codemasters | Ozisoft |
| 29 | Resident Evil 3 Nemesis | Capcom | Ozisoft |
| 30 | Grand Theft Auto 2 | DMA Design | JOAG |
| 31 | This Is Soccer | Sony | Sony |
| 32 | Medal Of Honor | Dreamworks | EA |
| 33 | Thrasher: Skate And Destroy | Rockstar | JOAG |
| 34 | 40 Winks | Eurocom | Ozisoft |
| 35 | Silent Hill | Konami | Ozisoft |
| 36 | Syphon Filter | 989 Studios | Sony |
| 37 | Spyro 2: Gateway To Glimmer | Insomniac | Sony |
| 38 | Tenchu: Stealth Assassins | Sony Music Entertainment | Activision |
| 39 | Barbie Race And Ride | Mattel | Sony |
| 40 | Final Fantasy VIII | Squaresoft | Sony |

The *PSM* Top 40
provided by Inform

VOX POP

Enough of our yakking, you want to know what PlayStation fans have actually spent their hard earned dollars on this month. We took a peek in the bags of this unsuspecting lot to find out.



8



Name: Paolo
Occupation: Student
Bought: *F1 2000*

And why...

"I love the whole F1 series and I want to take the legendary Ferrari team to a big season win!"



8



Name: Andrea
Occupation: Student
Bought: *Speed Freaks*

And why...

"My family and I have been hiring this game pretty much since it got released, so now we're getting a copy."



6



Name: James
Occupation: Student
Bought: *Tombi 2*

And why...

"I love the style and graphics of games like this one. I love finishing the first one, too."



6



Name: Andy
Occupation: Student
Bought: *Fighting Force 2*

And why...

"I reckon anything with a bit of action in it is great fun! This looks like it'd be pretty good fun."

Official PlayStation Magazine

recommended games



| Micro Maniacs | Vagrant Story | Colin McRae Rally 2.0 | ISS Pro Evolution |
|--|---|--|--|
| | | | |
| <i>Micro Maniacs</i> is not only competitive, it's also hilariously wacky. More than a dinky racer to keep you temporarily amused, the levels and characters make it the best game of the series. You'll be playing it for months. | <i>Vagrant Story</i> is a thorough RPG that also incorporates plenty of action elements. This game allows you to immerse yourself into a world full of fantasy and mystery, and features cinematics that will engage and amaze you. | The legendary dirt track duo McRae and Grist are back for more slip, slidin' fun. 2.0 takes off where the original left us, with a realistic garage of WRCs, beautiful rally stages, and gameplay and controls to make your mouth water. | <i>PSM</i> spends a lot of time playing this kick-about. And we mean A LOT. After giving our copy a solid daily workout over the past few months, <i>Evolution</i> is still surprising us with moves we've never seen before! Variety like no other. |
| 1 2 3 4 5 6 7 8 9 10 | 1 2 3 4 5 6 7 8 9 10 | 1 2 3 4 5 6 7 8 9 10 | 1 2 3 4 5 6 7 8 9 10 |

Australia's No. 1 retailer for Sony PlayStation games.

Kmart



Feel the Power

Bugs Life



Spyro



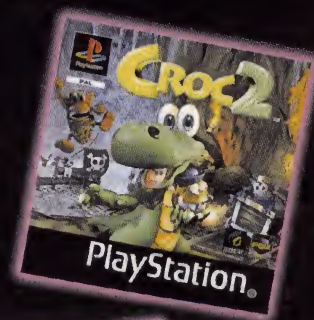
Pacman World



Crash Team Racing



Croc 2



Crash Bandicoot 3 Warped



Muppet Race Mania



REDFEST

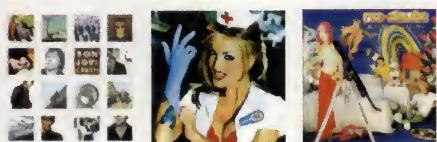
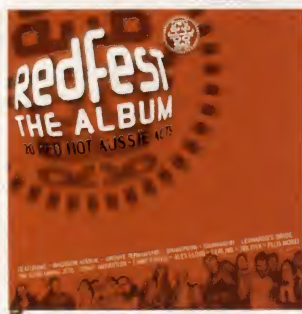
September 15, 2000 marks the kick-off of the 2000 Olympic Games and Redfest. Coca-Cola Redfest is a festival which will bring together 90,000 people across Australia to celebrate the start of the Olympic Games with live entertainment, hot Aussie bands, DJs, sneak previews of PlayStation2, sporting celebrities and more!



A BMX BIKE
Win!
AND 10 CDS



MUSIC AUSTRALIA



In celebration of the event, Universal Music and Coca-Cola have released *Redfest* the album. Available in all good music retailers from August 14, the album features music from hot Aussie acts including Grinspoon, Alex Lloyd, Skunkhour, Groove Terminator, Screaming Jets, Madison Avenue, Sonic Animation, Leonardo's Bride and Bodyjar (to name a few).

Name: _____

Address: _____

Town/City: _____

Postcode: _____

Choice of CD: _____

20 words or less: _____

redfest
token
playstation

HOW TO ENTER

Simply collect two Redfest tokens. You'll find one on this page, and you can get the other on an entry form when you purchase the *Redfest* album from any Target store. Tell us in 20 words or less why you should win the Dave Mirra 540 Air Freestyle BMX on this page and send it in with both tokens to:
Official PlayStation Magazine/Redfest Competition, GPO Box 4089, Sydney NSW 1028, Australia

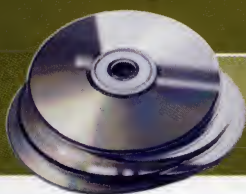
PRIZES

One lucky winner will receive a Dave Mirra 540 Air Freestyle BMX, helmet and T-shirt, plus their choice of 10 Universal albums. Fifty runners-up will receive their choice of the latest Blink 182 (*Enema of the State*), No Doubt (*Return Of Saturn*) or Bon Jovi (*Crush*) albums.

CONDITIONS OF ENTRY

1. Instructions on "How To Enter" form part of these Conditions of Entry. The competition is open to all Australian residents between 16/08/00 and last mail 20/09/00. Employees and their immediate families of the promoter and its agencies associated with the promotion are not eligible to enter.
2. To enter, collect the PlayStation/Redfest token on this page and the token on the entry form you will receive when you purchase the *Redfest* album from any Target store. You must have both Tokens to be a valid entry. Answer the question on either this page or the entry form you receive from Target and send in with your two tokens to: Official PlayStation Magazine/ Redfest Competition, GPO Box 4089, Sydney NSW 1028.
3. The contest will be judged by a panel appointed by *Official PlayStation Magazine*. Final judging will take place on 25/10/00. Prize winners will be notified by telephone and mail. The judges will choose the first best entry as the winner of the major prize and the next best 50 entries as winners of runners-up prizes. The judge's decision in relation to any aspect of the competition is final and binding on each person who enters. No correspondence will be entered into. Chance plays no part in determining the winner. No responsibility is accepted for late or misdirected mail. All entries become the property of ACP Publishing and may be used in future marketing exercises.
4. The winner of the major prize will receive one Dave Mirra 540 Air Freestyle BMX including Haro Mirra Pro Series 3 chromo frame, Haro Cromo Mega Crank, oversized chromo straight shooter forks, Haro multi-surface 3 tyres, sledgehammer handlebars, Mirra landing pad seat valued @ \$749; helmet valued @ \$70; t-shirt valued @ \$70; and the winners choice of 10 Universal Music CDs valued @ \$29.95 each. Fifty runners-up will receive their choice of either a Blink 182 (*Enema Of The State*), No Doubt (*Return Of Saturn*) or Bon Jovi (*Crush*) album valued @ \$29.95 each. Total prize package valued on 20/07/00 is \$2,686.
5. The promoter is ACP Publishing, 54-58 Park Street Sydney (A.C.N. 053 273 546).

www.redfest.com.au



[DOWN LOADING]

[Advertising promotion]



WIN BADBOY SUNGLASSES!

Wanna look cool this summer? Then BadBoy Sunglasses are the brand for you. These great sunnies look sleek and cool and give 100% protection from UV light, and make you look the part when playing *Driver* or *Grand Theft Auto*. They're available at all decent surf shops for a very reasonable \$29.95 (including GST). But don't spend your hard-earned cash when we can send you a pair free of charge. We've got 133 pairs to give away, and all you have to do is provide a caption for the picture on the left. We need a 20-word caption for our main art man Anthony, and the best 133 (let's face it, they're going to have to be pretty bad for you not to win a pair) will be sent a pair of sunnies in the post. Send your entries written on the back of a postcard or sealed envelope to Sunnies, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028, Australia. Remember to include your name and address!

Conditions of Entry

1. Instructions on How to Enter form part of these Conditions of Entry. Entry is open to residents of Australia and NZ other than employees of ACP Publishing Pty Ltd and their associated agencies and families. 2. Competition opens August 16, 2000 and closes last mail September 26, 2000. Enter by sending answers on the back of a postcard or sealed envelope. The competition will be judged at 54 Park Street, Sydney, NSW, Australia, on September 27, 2000 by a representative of *Official PlayStation Magazine* at 11am. All entries are to be sent to Sunnies, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028, Australia. 3. All entries become the property of ACP Publishing Pty Ltd, the promoter, 54 Park Street, Sydney. All entries will be entered into a database and the promoter may use the entrants' names and addresses for future marketing purposes unless otherwise advised by the entrant. As per the provisions of the New Zealand Privacy Act, all personal details of New Zealand entrants will be stored at the office of the promoter. A request to access, update and correct any information should be directed to that office. 4. The judge's decision in relation to any aspect of the condition will be final and binding on every person who enters. No correspondence will be entered into. Chance plays no part in determining the winner. No responsibility is accepted for late, lost or misdirected mail. 5. Total prize value is over \$4000 (133 pairs @ \$29.95 each). Prizes are not transferable or redeemable for cash. Any change in the value of the prize occurring between publishing date and date the prize is claimed is not the responsibility of the promoter. 6. Winners will receive one of the following styles - Snug 3396, Terminator II 5539, or Squeeze. 7. Prize winners will be notified by telephone or security post and published in the November issue of *Official PlayStation Magazine* on sale October 25, 2000.



BADBOY
EYEWEAR





[DOWN LOADING]



Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 50.



HOW MANY
HAVE YOU
PLAYED ?

greymatter

| Title | Style | Price | Icon | Description | Score |
|------------------------------|------------------------------|------------------------|------|---|-------|
| Ape Escape | 3D platformer | \$69.95 NZ\$79.95 | | The monkeys will drive you bananas in this challenging platformer. | 9 |
| Beatmania | Disc-jockey sim | \$129.95 NZ\$149.95 | | One of the funkiest PlayStation games and hilarious with your mates. | 7 |
| Bishi Bashi Special | Party game | \$89.95 NZ\$109.95 | | Fantastic fun. Over-the-top, Japanese mayhem at its finest. | 8 |
| Colin McRae Rally 2.0 | Rally sim | \$89.95 NZ\$119.95 | | Rallying reaches new heights of realism – fast, scary and varied. | 9 |
| Cool Boarders 4 | Snowboarding sim | \$89.95 NZ\$99.95 | | The fourth (and best) instalment of the Cool Boarders series. | 8 |
| Crash Bandicoot 3: Warped | Platformer | \$39.95 NZ\$39.95 | | Loads of variety and brilliant fun for fans of the bushy-browed marsupial. | 9 |
| Crash Team Racing | Kart racer | \$79.95 NZ\$79.95 | | Fantastic party game that stars the world's favourite bandicoot. | 9 |
| Destruction Derby Raw | Smash 'em up derby | \$69.95 NZ\$79.95 | | Tons of variety and a superb four-player mode – crashing a car has never been more appealing. | 8 |
| Discworld Noir | Point 'n' click adventure | \$79.95 NZ\$99.95 | | The most atmospheric and visually stunning adventure of its type. | 8 |
| Euro 2000 | Soccer sim | \$79.95 NZ\$79.95 | | Plays smooth, looks good and has a brand new license to boot. | 8 |
| Everybody's Golf 2 | Arcade golf | \$49.95 NZ\$69.95 | | One of the best sports games you can buy. | 9 |
| Fear Effect | Action adventure | \$89.95 NZ\$99.95 | | A genre-busting, puzzle-filled adventure with cinematic presentation. | 8 |
| Final Fantasy VIII | Role-playing game | \$89.95 NZ\$99.95 | | A role-playing masterpiece and one of the most mesmerising games ever. | 10 |
| Formula 1 '99 | Motor racing sim | \$79.95 NZ\$99.95 | | A comprehensive F1 game with superb handling and visuals. | 8 |
| Gran Turismo 2 | Sports car racing | \$79.95 NZ\$89.95 | | The very best just got better. More cars, tracks and rally racing. | 10 |
| Grand Theft Auto 2 | Criminal action adventure | \$89.95 NZ\$119.95 | | Controversial and addictive, GTA2 will have you in a virtual underworld of crime. | 9 |
| Hogs Of War | Pig warfare | \$69.95 NZ\$99.95 | | Surprisingly tactical roaster, with strategy and character progression – top multiplayer larks. | 8 |
| In Cold Blood | Action adventure | \$69.95 NZ\$99.95 | | Possibly this year's most challenging game – a refreshing new take on the stealth 'em up genre. | 8 |
| ISS Pro Evolution | Soccer sim | \$79.95 NZ\$109.95 | | The Konami team have outdone themselves once more with the best soccer game ever. | 10 |
| Jedi Power Battles | Fighting adventure | \$89.95 NZ\$99.95 | | Slick, entertaining and eminently playable challenge in the Star Wars universe. | 8 |
| MediEvil 2 | Arcade adventure | \$49.95 NZ\$69.95 | | Fun and very playable adventure romp. | 9 |
| Metal Gear Solid | Sneak 'em up adventure | \$49.95 NZ\$69.95 | | Simply the best game ever made, now on Platinum. | 10 |
| Micro Maniacs | Wacky racer | \$79.95 NZ\$119.95 | | There's no finer eight-player racing game on PlayStation. | 9 |
| Muppet RaceMania | Kart racer | \$49.95 NZ\$69.95 | | Superb kart racing with all your favourite furry Muppets. | 9 |
| Music 2000 | Music creation | \$79.95 NZ\$119.95 | | An improved interface with more options, this is better than its great predecessor. | 9 |



POINT BLANK 2



RESIDENT EVIL 3 NEMESIS



SYPHON FILTER 2



TOMB RAIDER: THE LAST REVELATION

| Title | Style | Price | Icons | Description | Score |
|----------------------------------|------------------------|-----------------------|-------|---|-------|
| NBA Live 2000 | Basketball sim | \$89.95 NZ\$99.95 | | The newly crowned basketball king for the PlayStation. | 9 |
| Need For Speed: Porsche 2000 | Racing | \$79.95 NZ\$99.95 | | Sheer heaven for any Porsche fan. A top racing game with high performance machines. | 8 |
| Oddworld: Abe's Oddysee | Platform adventure | \$49.95 NZ\$49.95 | | Full of bright ideas and originality. | 9 |
| Point Blank 2 | Shoot 'em up adventure | \$59.95 NZ\$69.95 | | Highly addictive puzzle game with a gun – a great sequel with the Doctors. | 7 |
| Pop 'N Pop | Puzzle | \$79.95 NZ\$99.95 | | From the makers of Bust-A-Move, Pop 'N Pop is just as addictive but more challenging. | 8 |
| Quake II | First-person shooter | \$89.95 NZ\$99.95 | | An extremely impressive conversion to the PlayStation. Don't miss this one! | 10 |
| Ready 2 Rumble Boxing | Arcade boxer | \$89.95 NZ\$119.95 | | An entertaining boxing game with more flair than any other! | 7 |
| Resident Evil 2 | Scary adventure | \$49.95 NZ\$109.95 | | More horrific, zombie-filled, 3D adventuring. | 10 |
| Resident Evil 3 Nemesis | Scary adventure | \$89.95 NZ\$99.95 | | A brilliant and horrific adventure that will challenge the best gamers. | 9 |
| Rollcage Stage II | Futuristic racer | \$49.95 NZ\$99.95 | | Defy gravity once more in this excellent racer. | 9 |
| Shane Warne Cricket '99 | Cricket sim | \$49.95 NZ\$59.95 | | Joy as cricket comes to the PlayStation. | 9 |
| Silent Hill | Horror adventure | \$89.95 NZ\$119.95 | | Plenty of gory stuff packed into this disc – don't play this game alone. | 8 |
| Spyro 2: Gateway To Glimmer | 3D adventure | \$69.95 NZ\$79.95 | | Cute 3D platformer with much charm and challenge. | 9 |
| Star Wars: The Phantom Menace | 3D adventure | \$79.95 NZ\$109.95 | | Accurate and compelling simulation of an amazing movie. | 9 |
| Sydney 2000 | Olympic button basher | \$79.95 NZ\$99.95 | | Easily the best-looking athletics sim on PlayStation. Nothing new gameplay-wise, but great fun. | 8 |
| Syphon Filter 2 | 3D action adventure | \$69.95 NZ\$89.95 | | Even better than its popular predecessor. | 9 |
| Tekken III | Beat 'em up | \$39.95 NZ\$39.95 | | The beat 'em up to beat all beat 'em ups. | 10 |
| Time Crisis | Shoot 'em up adventure | \$39.95 NZ\$99.95 | | The grooviest, bloodiest lightgun adventure. | 9 |
| Tomb Raider: The Last Revelation | 3D adventure | \$89.95 NZ\$119.95 | | Atmospheric, beautiful and well-crafted for unlimited exploration! | 10 |
| Tony Hawk's Skateboarding | Skateboarding sim | \$89.95 NZ\$99.95 | | Finally a skating game worthy to add to your collection. | 9 |
| Um Jammer Lammy | Musical party game | \$59.95 NZ\$69.95 | | The wacky sequel to PaRappa with a collection of guitar-based tunes. | 8 |
| Vagrant Story | Action RPG | \$79.95 NZ\$99.95 | | An addictive RPG that borrows from action games set in an original fantasy world. | 9 |
| Vib Ribbon | Musical party game | \$39.95 NZ\$39.95 | | In the same vein as Jammer Lammy, you get to bop along to music and use your own music CDs! | 7 |
| Wipeout 3 | Futuristic racer | \$79.95 NZ\$89.95 | | A great looking racer with an excellent, pumping soundtrack. | 10 |
| WWF SmackDown | Wrestling sim | \$89.95 NZ\$99.95 | | The thinking man's clinch 'em up, SmackDown is a solid, no-nonsense slap and grapple. | 8 |



VAGRANT STORY



WWF SMACKDOWN

DUAL SHOCK

MEMORY CARD

ANALOG

DUAL SHOCK

STEERING WHEEL

LINK CABLE

GUN

MOUSE

NEG CON

NO. OF PLAYERS



COLIN MCRAE RALLY 2.0

Having ditched the Subaru in favour of Ford's new Focus, Messrs McRae and Grist have been racing to rally success. With its pioneering features pushing our beloved grey box to its limits, *Colin McRae 2.0* is one of the PlayStation's greatest racers. Our demo puts you in the driving seat alongside Nicky. You'll be able to race one of three stages selected at random – Finland, France or Sweden. So buckle up and prepare for one hell of a ride.

Controls

- × Accelerate
- Handbrake
- ▲ Change camera
- Brake
- R1 Look behind
- ← ↓ ↑ → Steer
- Start Pause

Additional Features

After months of tweaking, tuning and slip-page, *Colin McRae 2.0* has more treats on offer than Belgium has chocolates.

Further Information

Tinker under the Focus' bonnet in *PSM 33's* review (page 56).

Publisher: **Codemasters**

Style: **Rally sim**

Program: **Playable demo**



Publisher: **Sony**

Style: **Smash 'em up**

Program: **Video**



DESTRUCTION DERBY RAW

Those chaps at Studio 33 have decided that it's time we all enjoyed a bit of rough and tumble. *Destruction Derby* is the PlayStation's original smash 'em up and now, having sold by the bucketload, it's making a welcome comeback. The aim is to trash everything, including your own car. Where *Gran Turismo* was breathtaking, *Destruction Derby Raw* is lung crushing. Check out our review in *PSM 36* (page 68).



N-GEN RACING

Publisher: **Infogrames**

Style: **Futuristic racer**

Program: **Playable demo**

This futuristic cross between *Ace Combat* and *Wipeout* is the first game of its kind on PlayStation. It's neither a flight sim nor a normal racer, but a hybrid of the two. In our demo you've got five minutes to take to the skies in one of three N-Gen jets.



Controls

- L1/R1 Fast roll (left and right)
- L2/R2 Rudder control (left and right)
- ▲ Cycle weapon (fighter class and above)
- Fire weapon (fighter class and above)
- × Thrust
- Activate afterburner
- Select Cycle between views
- Start Enter in-game menu



Additional Features

In the full game, you can buy planes, do them up and enter 'em for high stakes races to win yourself some filthy money. If you win a few races in your trusty, but tired, Hawk trainer, you'll soon find you have enough cash to trade it in for a far cooler Mirage.

Further Information

Turn your ship to reverse thrust and warp back to *PSM 35* (page 62) for a full review.

RONALDO V-FOOTBALL

Publisher: **Infogrames**

Style: **Soccer sim**

Program: **Video**

Bringing a Brazilian party feel to this month's disc is the man himself, Mr Ronaldo Luiz Nazario de Lima (or Ron, if you prefer). As you'd expect, this game brings a distinctly South American vibe to the soccer sim party. The crowds chant in a samba style, throwing flares on to the pitch and jumping about in beach party mood. The beautifully modelled players seem to have a little tango in their touch, even the English ones. *PSM* playtested *Ronaldo V-Football* in *PSM 26* (page 80).





STREET FIGHTER EX2 PLUS

Publisher: **Virgin**
 Style: **Beat 'em up**
 Program: **Playable demo**

Little Ryu slips into his PJs and squares up to burly bald bruiser, Sagat. Capcom's latest instalment of the epic *Street Fighter* series is here, and you can check out how the pair fare in this bare knuckle fighting competition. Our money is on the little 'un. Next up, *Street Fighter EX3* on PlayStation2...

Controls

- ↑ Jump
- ↓ Duck
- * Low kick
- High kick
- Block
- ▲ Uppercut

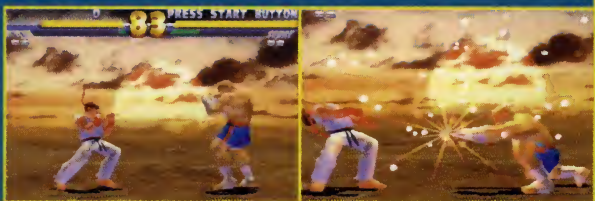
Additional Features

The full game features all the moves and all the heroes from

the *Street Fighter* series (more than 20 of 'em). Look out for the usual host of special moves launched at lightning speed on your opponent. Ha-doooh-ken! Yes.

Further Information

Check out the full review in *PSM* 36 (page 78).



HOGS OF WAR

Publisher: **Infogrames**
 Style: **Pig warfare**
 Program: **Playable demo**

Who'd have thought pigs at war could be so much fun? Here's your chance to join in with the battle of the bacon. There are two levels, one single-player game – based on the first level of the actual game – and a two-player level. You'll be either the British or Russian army. Of pigs.

Controls

- ←↓↑→ Move hog
- Jump
- ▲ Enter vehicle/artillery/building
- L1 Control camera
- Start Pause
- Open weapon select menu
- ←↓↑→ Choose weapon
- * Choose weapon/close menu
- L1 Aim sight-based weapons
- * Fire weapon
- ▲ De-select current weapon
- R1 Shift trajectory up
- R2 Shift trajectory down
- * Hold to increase range and power for weapons

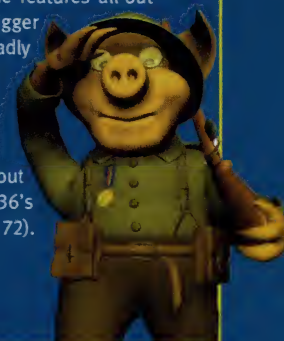
* Can be pressed again to detonate certain weapons

Additional Features

The full game features all-out war, with bigger and more deadly weapons.

Further Information

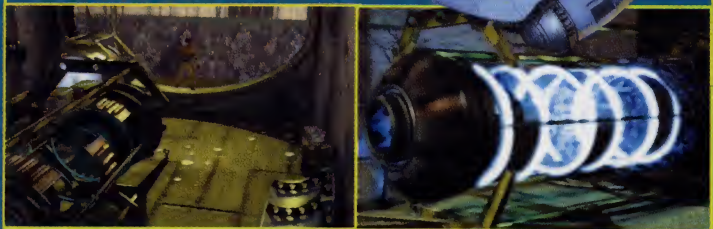
Stick your snout in *PSM* 36's review (page 72).



IN COLD BLOOD

Publisher: **Sony**
 Style: **Stealth adventure**
 Program: **Video**

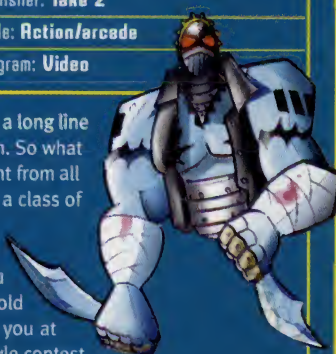
Here's your chance for another look at what is set to be one of this year's most innovative games. It's a title hoping to test your intellect, agility and stealth, all at the click of a button. With Hollywood screenwriters on hand to assist with the storyline, a BAFTA-nominated film score writer, and the people behind the creatures from *The Empire Strikes Back* as well, this should be a great game. It's a world of secrets and lies – can you see the truth? Find out more from our review in *PSM* 26 (page 66).



MOHO

Publisher: **Take 2**
 Style: **Action/arcade**
 Program: **Video**

With its coin-op roots, *MoHo* is another title in a long line of arcade conversions set to hit the PlayStation. So what is it that makes this game that little bit different from all the rest? Well, there aren't any others – it's in a class of its own. Incorporating elements of racing, platform, fighting and even skateboarding games, it's a real chocolate box of a title. You play a jailbird robot, but rather than try the old file-in-a-cake trick, your path to freedom puts you at the centre of a surreal and violent gladiator-style contest.



TOMBI 2

Publisher: **Sony**
 Style: **Platform game**
 Program: **Video**

The more mature PlayStation gamers among you may remember the rather bizarre look of Sony's *Tombi*. Caught in a combination of both 2D and 3D environments, you find yourself constantly discovering hidden areas and puzzles. While Tombi may not be the best-looking lad in the village, in some circles he's considered quite a catch... We gave *Tombi 2* a playtest in *PSM* 35 (page 68).



DOWNLOAD

How To Use Our Download Cheats

Stick a Memory Card in your PlayStation and pop in the demo. Select Download from the main menu using * and scroll through the saves using ↑ and ↓. Select the save you want by pressing * and it will be stored on your Memory Card. Now use these cheats on the full copies of your games.



COLONY WARS: RED SUN

Access the first two stations with this save.

FEAR EFFECT

Access discs two and three with these blocks.

ROLLCAGE STAGE II

There's no need to slave your way through all the tracks with this save, as it instantly puts them at your fingertips.

DRIVER

This download gives you access to that often otherwise elusive final mission.



ON SALE SEPT 20

next issue

IN YOUR LOUNGE ROOM NOBODY
CAN HEAR YOU SCREAM...

NEW ZEALAND ON SALE OCTOBER 4

EXCLUSIVE

ALIEN RESURRECTION

THE FIRST REVIEW OF
ALIEN RESURRECTION -
IT'S GONNA BE A MONSTER!

THE FIRST PLAY!

TOCA:WTC

PSM PLAYS IT FIRST!

PLUS! EXCLUSIVE PLAYABLE DEMO OF THIS
MUDDY BRILLIANT RACER

On the disc

- *TOCA World Touring Cars*
- *In Cold Blood*
- *Spider-Man*
- *Rayman 2*
- *Revolt 2*
- *X-Men: Mutant Academy*
- *Infestation*
- *Terracon*
- Plus download cheats and more!

AND...

- *Tomb Raider V* and *Lara* on PS2
- Latest news on *Final Fantasy: The Movie*
- *Driver 2* - Exclusive news and interview
- *Spider-Man* review and playable demo
- Plus all the latest news, tips and the best games reviewed first!

EVERY
NEW GAME
REVIEWED
AND RATED



famous last words colin mcræe

PSM took a spin with Colin McRae to find out what part he's played in the development process of *Colin McRae Rally 2.0*...



Official PlayStation Magazine: How involved have you and Nicky Grist been in *Colin McRae Rally 2.0*?

Colin McRae: The first thing we were involved in was to get the Focus right – the car, the steering, the whole thing. Generally we wanted to get it as close as possible to the real thing, but we're basically just improving on what we did in the first one. Nicky provided a lot more input into the case notes, certain stages contain quite a lot of detail, getting the road character right – he's put a lot into it.

PSM: Are you happier with this game than the first? Can you see the improvements that have been made by the developers?

CM: Definitely. I've played the game a fair bit now, and you can see where our input has made a difference. You can definitely see the improvements. All of the stuff Nicky's worked on has turned out quite well, too. It's quite a complex system of pace notes, very similar to what we use. It's obviously not quite as detailed – if it was you would never be able to follow it. Then you've got the arcade section, which is a little bit different. There's a lot in there.

PSM: When you're playing the game and you can hear Nicky's voice, does it take you back to being in a car? Are you conscious of what he's saying when you play the game?

CM: It's quite similar, yeah. Obviously, there are certain stages that I know and I don't listen because I've memorised them. But with the new stages that I've not played as much, I do have to listen to him.

PSM: Do you think the game would ever help drivers or co-drivers learn tracks?

CM: No, it's very difficult. It's not like a race circuit game, where you can program it to the exact gradients from all the corners. You can't do that with rallying, because with rally roads the tracks change from year to year – there's so much traffic on them, there's all the vegetation in the forest, and it falls all over the roads. So from that point of view it doesn't make much difference. The thing



that it will help with is the general layout of an event. The pace notes and the set-up of the car are variable.

PSM: Do you have any favourite stages, in the game or real life?

CM: Sweden is one of my favourite races – on the snow you get more of a floating sensation. You don't ever have 100 per cent traction between the tyre and the road at any one time, but then you never really lose it 100 per cent either. It just means you're making your own manoeuvres in advance of the corner a lot. The handling in the game recreates this well. It's something that I'd like to do more of, perhaps in my retirement, along with spending more time on bikes.

PSM: Bikes are a big passion of yours. Why do you think you ended up racing a car rather than a bike?

CM: I think it's really because it's quite dangerous and I didn't get an awful lot of support from my mother. Erm, my father never gave me any support because he was frightened of my mother...

PSM: How does it feel to have your own game, knowing so many people are playing it?

CM: It's quite a separate thing. You're not directly related to it, it's not like I see people playing the game, but a lot of kids recognise me now.

PSM: Do you think the game has been good for the sport?

CM: I think it appeals to a younger generation, who perhaps wouldn't otherwise know much about the rallying circuit. Obviously the game's got them interested and hopefully they will follow it up by watching the coverage on television, or reading the mags. That can only be good for the future of the sport.



"I ALWAYS HAVE SOLDIERS WITH MY EGGS

IN THE MORNING"- SARGE



**ARMY
MEN**
OPERATION
MELTDOWN

**REAL COMBAT.
PLASTIC MEN.™**

www.playstation.com.au



3DO

ADRIAN EDMONDSON & RIK MAYALL

The boys from
'The Young Ones' and
'Bottom' blast their way
onto the Big
Screen!



GUEST HOUSE PARADISO

www.uip.com

UNIVERSAL PICTURES presents A Phil McIntyre Production

STARRING ADRIAN EDMONDSON & RIK MAYALL VINCENT CASSEL HELENE MAHIEU BILL NIGHY SIMON PEGG FENELLA FIELDING LISA PALFREY
GUEST HOUSE PARADISO Made up and Star Design by EILEEN KASTNER-DELAGO Costume Design by PAM DOWNE Music Composed and Recorded by COLIN TOWNS Editing LUCY BOULTING Production Designer TOM BROWN Line Producer SEAN BARTON Director of Photography ALAN ALMOND BSC
Produced by SHELLIE SMITH Executive Producer HELEN PARKER Executive Producer MARC SAMUELSON Executive Producer PETER SAMUELSON Screenplay by ADRIAN EDMONDSON & RIK MAYALL Directed by PHIL MCINTYRE Produced by ADRIAN EDMONDSON



ORIGINAL FILM SOUNDTRACK AVAILABLE ON P.O.V RECORDS (P.O.V. 1103)



CHECKING INTO CINEMAS FROM JULY 27

M 15+ RECOMMENDED FOR MATURE
AUDIENCES 15 YEARS AND OVER
MEDIUM LEVEL COARSE LANGUAGE